

**WALKTHROUGH
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Castlevania[®]

Symphony of the Night

SURVIVAL GUIDE

by J. Douglas Arnold & Mark Elias

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CastleVania[®]

Symphony of the Night

BY J. DOUGLAS ARNOLD & MARK ELIES



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FROM J. DOUGLAS ARNOLD

"Hi!" to my mother and guidance counselor Joan, Granpa Kidd, Chris & Jamie Arnold, my nephew Matthew Arnold, Eddie Galdones, Lance Ching, Scott Wery, Gavin Campbell, Manuel Ravida, Brandon Grant, Ross, Lamar, Mike, Al, Jerica, William, Ryan, Mattias, Vern Q., Scot Igarta, John Ricciardi, Cyprus Payson, J. T. Mitchell, Andrew Cruz, Khanhnhha Vantha, Paz Derham, Jason Arcangel, Keahi Freeland, Sean Regon, Ron Stamper, Gregg Abbott, Jeremy, Larry Antonio, Ruth Ko, Adam Dotson, Tom Fernandez, Pizza People for the team grinds, Edwin and Anna Duncan at Monster Mega Video Games, Steven "Smike" Henke (and the rest of the Henkes!), Stevan Holt, Robin Parker, and Suzy Brown.

FROM MARK ELIES

Thanks to my Mother and Father for all their love and support.

Hello to my brothers David, Joel, Daniel, Loren, and my sister Laurie.

Greetings to my sisters-in-law Shannon and Donna, my neices Rebecca, Christina and Casey, my brother-in-law Greg, my Grandparents, my uncle John, my aunt Donna, my cousins Jason, Jon, Shawn, Tonya, Michael and Rachel, my aunt Linda, my uncle Don, Amy, my uncle Danny, Gordo, Terry, Debbie, Paul, Joey, David, Phil, James, Jeff, Lucy, and the 505 Soljahs (Jono, Kamana, Asher, Johnny, Kevin, Randy, Kimo, Mico and Malino).

INSPIRATIONAL MUSIC FOR THIS DEADLINE:

Jamiroquai, Sarah McLachlan, Jars of Clay, Counting Crows, Maxwell, Delerium, Third Eye Blind, Dave Matthews, Matchbox 20, Jude Cole, Toad The Wet Sprocket, The Eels, Patrick O'Hearn, Puff Daddy & The Family, Nine Inch Nails.

CONTENTS

INTRODUCTION and BASIC TRAINING next page
All the basics you need to know.

ORIGINAL CASTLE

The Beginning (Maps!)	1
Inside The Castle	7
The Alchemy Laboratory	10
The Marble Gallery	18
Outer Wall	22
Long Library	27
Royal Chapel	29
Castle Keep	35
Clock Tower	36
The Switch	44
Underground Caverns	45
The Clock	52
Olorox's Room	54
Colosseum	56
Obtaining Bat Power	62
Filling in the Map	65
Abandoned Mine	76
Catacombs	81
Mo' Mappin', Mo' Collectin'	86
Richter Strikes Again	90

INVERTED CASTLE

The Inverted Castle Begins	93
Alchemy Laboratory	98
Castle Entrance	101
Underground Caverns	105
Catacombs	112
Marble Gallery	119
Olorox's Room	122
Colosseum	126
Back To Marble Gallery	131
The Outer Wall	133
Clock Tower	135
Long Library	141
Marble Gallery Again	145
Finishing The Map	147
The Final Boss	148

ITEMS LISTS 150
Weapons, Shields, Armor, Capes, Drugs, Jewelry, Relics, Special Moves

MONSTER LIST 157
Monsters listed by numbers with corresponding photo album following.

ORDERING INFORMATION 167
Other video game strategy guide books available.

INTRODUCTION

The Castlevania series continues on the PlayStation as the 10th anniversary of the original game is celebrated, and a Nintendo 64 version is soon to follow in 3D. Sony has been urging developers to deliver 3D games, and has even stalled the production of some 2D games in the past to get their message across, but Konami has responded with one of the best 2D adventure games ever produced. *Symphony of the Night* delivers awesome gameplay with an extremely high replay value — just when you think the adventure is over it's just beginning.

BASIC TRAINING

Your goal in *Symphony of the Night* is to explore the entire castle — every corner of every room — to find an incredibly huge variety of weapons, armor, shields, potions, sub-weapons, spells, a buffet of food items, and a few other goodies to aid you in your quest to kill the evil Dracula.

There are several ways to “win” the game, but the ultimate ending is achieved by exploring every room of the castle, then every room of the inverted castle, and finally defeating Dracula. The walkthrough that follows this section will take you to that ultimate goal. We did our best to find the most logical and fastest path through the game, but during the majority of the game you can go in any direction you choose. There are some paths that will be blocked or inaccessible until you find an item down another path, and that's the direction we take in the walkthrough.

You will begin the game using Richter Belmont, but after the first quick scene you'll face the rest of the adventure using Dracula's son, Alucard. We'll cover Richter's moves in the walkthrough, but this section will focus on Alucard's moves and powers.

CONTROLS

Square=right-hand attack; Circle=left-hand attack; X=jump; Triangle=Special; L1=Mist Tranformation; R1=Bat Transformation; R2=Wolf Transformation.

SUB-WEAPONS

Throughout the castle, usually in a candle or lantern, you'll find sub-weapons. There are many to choose from, but we strongly prefer the holy water sub-weapon since it's very useful against most enemies that touch the ground, and can be lobbed at them from a safe distance.

WEAPONS, ARMOR, SHIELDS

As you explore the castle you'll discover many items, including weapons, armor, and shields. To use these items you must equip them first, and you can only equip one of each at a time. There is also headgear and jewelry that can be equipped to provide special protection from various elements, or make you stronger or more intelligent. See the section in the back of this book (starting on page 150) for more information.

SPECIAL ATTACKS

Alucard has special attacks he can perform from the beginning of the game, but you won't know how to do them unless you perform one of them accidentally, or purchase a special book from the Master Librarian when you find him. If you perform one of these moves accidentally, the move will appear in your Spells menu so you can see how you performed it and what it's called. See page 156 for a listing.

SPECIAL WEAPON ATTACKS

With some swords you can perform special attacks by rolling the control pad from down to forward and pressing either attack button. You need MP to perform these moves. Try it with the Sword of Dawn and Osafune Katana.

FAMILIARS/COMPANIONS/SPIRITS

There are four spirits you can find throughout the two versions of the castle, but you can only activate one at a time. As you use these spirits they will gain experience and become stronger and more powerful, so it is a good idea to stick to one or two as often as possible. There is a Faerie, a Bat, a Ghost (skull), and a Demon.

SHAPE SHIFTING

Once you find the power for each, there are three different shapes you can become: a wolf, a bat, and mist. Each of the three shapes has different levels of power, which you'll also have to find in the castle. Each shape has their own abilities that make them valuable... the wolf can run through long rooms filled with enemies quickly, swim, and can fit in narrow passages; the bat can fly upward to high ceilings or to reach new areas; and the mist can go through grates, or even through enemies you aren't up to fighting again. Check the maps for the locations of each.

THE MAP

- This is the map for the entire castle. As you play you'll reveal the map room-by-room. Once you reveal the entire map you'll have a 100% score, but then the castle becomes inverted (along with the map) and you need to explore the entire castle again to reach a score of 200%. A maximum score of 200.6% is possible — you can warp (Library Card) out of the final boss room to get the extra points.
- We have labeled the important rooms that are referred to in the walkthrough with numbers in circles. They go in order of the most logical way you'll explore the castle, since you usually need an item from one area to get to the next point.

ENTRANCES:

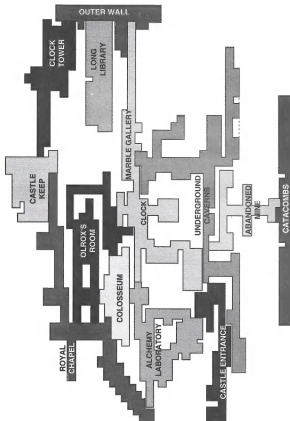
1. Alchemy Laboratory
2. Marble Gallery
3. Outer Wall
4. Long Library
5. Royal Chapel
6. Castle Keep
7. Clock Tower
8. Underground Caverns
9. The Clock
10. Olrox's Room
11. Colosseum
12. Abandoned Mine
13. Catacombs

LOCATIONS:

K1-K5 Keyholes (Warp Rooms)

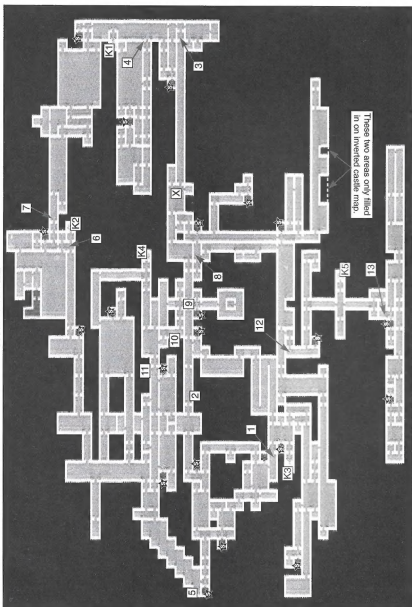
☆ Save Rooms

X Long Hall Junction



THE CASTLE

THE INVERTED CASTLE



④ THE BEGINNING ④

- The end is the beginning is the end. Don't panic! You haven't accidentally entered some killer cheat or super code — the game begins at a "final battle". The Final Stage. Don't expect a huge challenge here... even if you die during the battle you'll be saved.



You'll start at the bottom of a set of stairs. Practice a few moves first to get used to the character. You can hold the X button down to keep your chain extended, then move the control pad around to swing the chain.



You can jump high into the air by pressing down, up, jump, and you can do it again while in the air.



You can slide forward by pressing down, forward, jump (you can do it again immediately). You really don't *need* any of these moves to survive this first easy battle, but they're fun to master.



You won't even be using this character for the rest of the game.



Head up the stairs and hit the candles at the top. The candles and lights throughout the game will contain bonus items, including power-ups of all kinds. Most will just give you a boost in hearts (Magic Power) or money, but a few have items you won't want to be without. We'll point out the important ones.



Use the upward dash move to break the block at the entrance (pictured to the left above Richter's chain) and you'll make these stairs lower. Climb them to the second floor.



Hit the candles for a heart...



...then run up the steps to the next floor.



You can collect lots of items from these statues and vases, but you can't use them and won't keep them.



Head to the far left to face Dracula.



Dracula will give a *long* speech, then he'll warp from the background...



...to the floor next to you. His pattern varies. When he opens his cape, be ready to avoid a fireball. You can slash it to destroy it, or avoid it.



Each time Dracula appears, jump up and slash at his head a few times. If you hit him quickly enough he'll disappear, then reappear to attack again.



Slash twice quickly enough and you'll hit his fireballs the moment they appear — otherwise you'll need to duck or jump to avoid them.



Continue the battle until the first meter on the top-right of the screen is depleted.



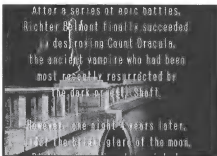
Dracula will freeze and open his cape...



....then transform into a huge beast.



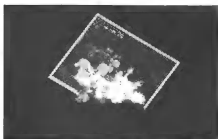
If you see a fireball form at his mouth, move away quickly and avoid the several fireballs he spits. Even if you die during this battle it don't matter — Maria shows up to revive you and give her strength.



The plot thickens! You'll learn about the connection between the last and new Castlevania sequels.



Check out the cool graphics! Now the pattern will change as you fight this version of Dracula. Run under him as he leaps into the air, then hit him when he lands as many times as possible.



Once you deplete the second energy bar the battle ends and a snapshot is taken, then burnt. The deadly chemicals from the fresh photograph form a gas that kills you instantly. Nah!



Next you'll see your new character, Alucard, running through the forest, leaping onto a drawbridge...



...and sliding into the castle as the door closes. There's a trick you can perform here by sliding backwards back through the door. You'll be stuck outside, where you can explore a little but do nothing useful, and you'll be stuck, needing to reset the game to play all the way back from the beginning.

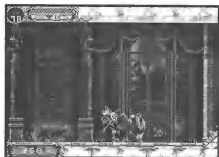
♥ INSIDE THE CASTLE ♥



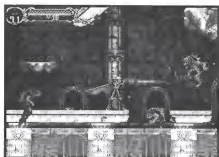
After you enter the courtyard move forward and slash the huge wolves as you reach them. They attack *very* slowly, lunging forward only a small step, so there's no reason to be shaking in your boots.



Inside the castle you'll have to destroy several more wolves. Easy stuff! The candles won't give you any power-up items yet — you need to find a cube first.



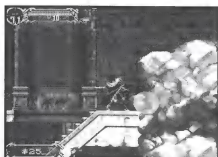
In the next room zombies will rise up from the floor, but they also don't attack aggressively. If you move slowly or try to avoid them you may end up outnumbered, so slash away.



Head to the bottom of the room and attack the amphibians.



As you exit to the great outdoors you'll face Death, and he'll steal all the cool stuff you have right now.



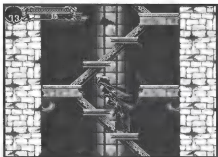
Hit the rocks here to find a secret entrance through the wall. You can jump up and over them, but it's easier to come back through the tunnel since you can't leap up to the top of the rocks on the right side. You'll find a Pot Roast in these rocks.



Head out of the room through the top-right door and go through another room of wolves.



Don't panic. You'll eventually find other cool toys to play with.



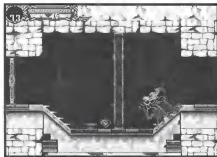
Go into the tower on the right and head up the steps.



Go left and jump over this hole. Fall through the left to land on a ledge below leading to a heart max up



Punch the skeleton in the next room to get a short sword, then equip it.



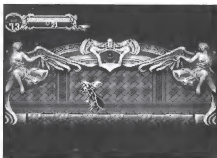
A door at the bottom-left leads to this room, but a wall stops you from going far. Go back to the right.



Go up to the next door on the left to find the first save room. Press up on the polygon shape to save.

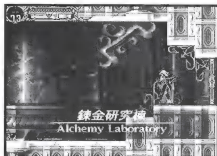


This Cube of Zoe will cause the candles throughout the castle to give you power-ups. Grab it and go left.



Whenever you pass through one of these rooms with a CD at the top you'll have to wait a moment to enter the next room, because the CD will have to load. No worries — it's a *very* short wait.

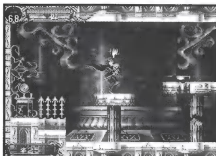
⑦ THE ALCHEMY LABORATORY ⑦



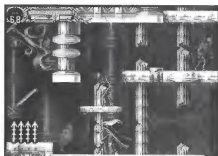
The Alchemy Laboratory awaits. Our screen shots were taken from the Japanese version of the game, so pardon the slight variance in title screens.



You'll see your first three enemies a few steps to the left. The skeleton on the bottom moves slow and takes a few easy hits to defeat. The white skeleton to the upper-left throws his bones at you, which you can hit to destroy or move to avoid. The red skeletons will fall to the floor when hit, but after a few seconds they get back up.



To the far left is a globe protected by spikes. Hit the button shown here on the upper-right platform to lower the spikes. The globe has leather armor.



Equip the leather armor, then go up to the next floor and leap over these spikes...



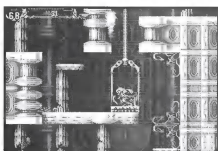
...and grab the Leather Shield in the vase on the table.



Equip the shield so you can use it to block projectile attacks from enemies.



Climb up the left wall to the next floor where you'll find this green guard to fight. Use your shield to block his boomerang blades, then slash him.



This elevator is a puzzle. You must make the skeleton below stop on the switch while you're on the elevator. To do this you must throw an axe (if you have them) or use the summon spirit spell (see next page).

SPECIAL ATTACKS

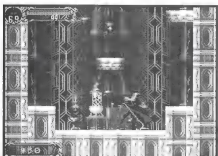
There are several special attacks you can perform by doing a series of control pad and button pushes. Think of them as the equivalent in *CastleVania* to fighting game special moves. As you discover them they'll appear in the spell menu, with instructions on how you performed them. You can buy a magic book to learn these spells from the master librarian, or see the complete list in the back of this book.



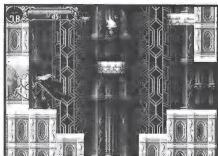
There's nothing to get up the elevator (a wall blocks you for now), but to the lower-right is a Save.



Go to the far left and climb up the left wall, then go left to this room. Kneel and hit the ground to break the floor open.



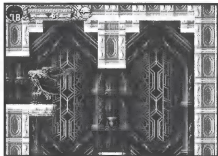
Grab the life max up at the bottom of the room, then climb back up to the last room.



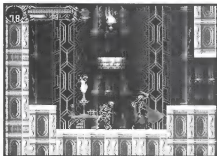
Smash open the wall on the bottom-left of this room to find a hidden room.



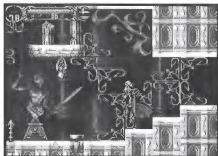
Grab the Heart max up (those are your sub-weapon points) in the room, then exit.



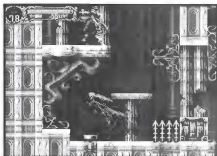
Climb to the top-left of the room and enter the passage to the next room.



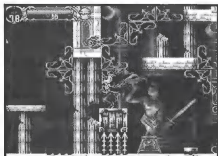
Grab the green potion (it protects you from thunder — *maybe you can find a good use for it*).



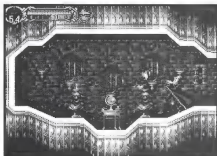
Climb to the top-left and go into this room. Avoid the vomiting skeleton above while hitting the button.



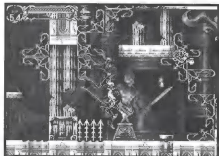
Leap over the box and spikes and hit the button on the far left. Push the block onto the spikes to the right.



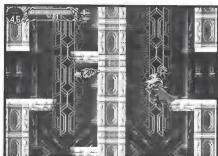
Hit the button on the right again to make the block rise, then use it to reach the platform above. Go out the top-right passage to the next room.



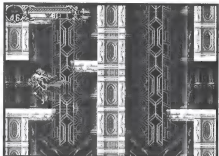
Go to the top-left to find this room with a cloth cape. Equip the cape for extra protection, then go back to the last puzzle with the block and spikes.



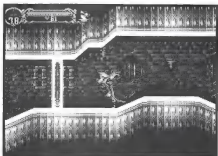
As you're falling to the floor avoid falling onto the spikes! Go to the top-left and into the next room.



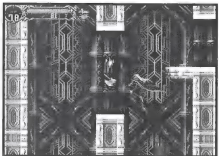
Drop down to the bottom and climb up the left side.



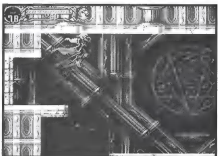
Go out the door on the bottom-left to find a Save.



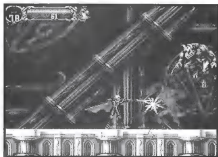
There's a room above the save on the left side, but a door blocks you for now.



Climb up to the top-right of the room, grabbing this axe sub-weapon on the way.



This is a boss room. Get ready to rumble!



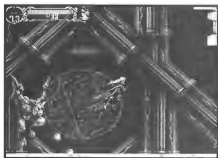
There are two bosses to fight, at the same time. The gargoyle floats while the vulture skeleton begins on the ground.



The gargoyle will grab the vulture. He aims his spear down and tries to drop down on you. Avoid him, then hit him when he hits the ground.



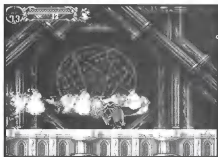
He'll pop back up to the gargoyle. You can continue this pattern until the vulture is defeated, then face the gargoyle alone. Or you can use the axes to hurt both simultaneously.



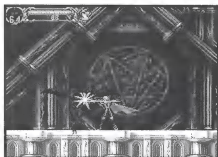
When the gargoyle attacks he'll shoot fireballs down at an angle, then land.



Hit him while he's on the ground, then avoid his attack by moving away quickly.



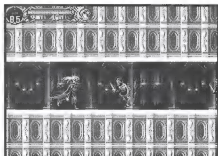
Use your shield to avoid the fireballs as you approach the gargoyle, then hit him when he pauses.



Continue attacking the gargoyle until he's defeated...



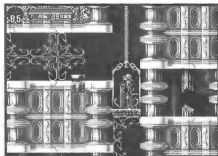
...and you'll get another Level Up.



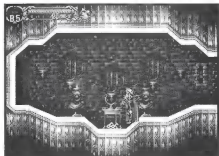
After the battle head down the hall to face more skeletons.



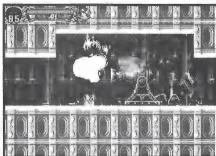
You'll have to hit this guard several times to defeat him.



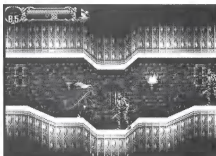
Go out the passage on the right and through the hall to find this elevator. Go down to the next stop.



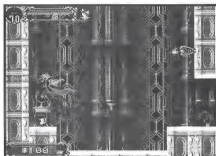
Go left to find this room where you'll find a pair of seemingly worthless sunglasses.



Go back to the elevator and take it to the bottom. Go left and activate the switch on this cannon to blow open the wall. (Hit it with your sword.) You can go left to find the "elevator puzzle" from before.

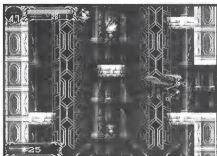


Go down this hall while fighting several guards. There's a zig-zag sub-weapon along the way, but we prefer keeping the axe.

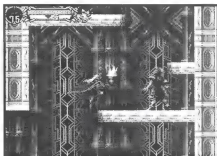


Fight another guard and grab this potion in the globe (it refills 50 HP when used).

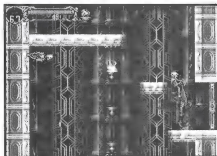
Castlevania Survival Guide



Go back to the right, past the cannon, and all the way up the elevator. Go left to the next room and climb up to the next passage on the right to Save. Exit the room and go to the upper-right passage.



Fight this guard then drop to the bottom floor.



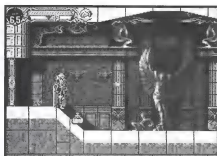
Go to the right to find a sub-weapon. Climb up to the top and go through the door on the right.

THE ALCHEMY LABORATORY • 17

④ THE MARBLE GALLERY ④



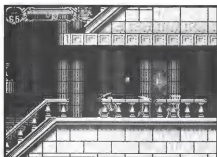
Let's go browsing in The Marble Gallery.



Right at the beginning you can find the Holy Water sub-weapon in a lamp on the wall. This is our favorite sub-weapon — it can destroy most of the big creatures in a few hits.



Go right to the next room, then drop down to the next floor. Go right...



...and fight the table (we know... can't really see it, but it's there behind the railing), then go right to find a Save room.



Exit the Save room and go left and down to the next floor, then left to the next room and down these stairs.



Continue going down, defeating skeletons and these strange dolls along the way. When you reach the bottom, go left...



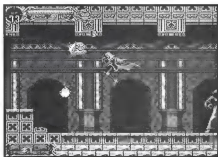
...to find this Candle. This item will show you the number of hit points you're taking from an enemy with each hit. Go back to the right, to the next room, down a long room with stained glass windows, and left...



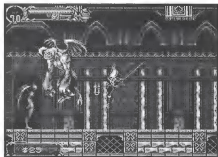
...to find this guard. Now you can see the damage you're doing. This guard can be difficult to fight, but if you have the Holy Water sub-weapon use it to defeat him easily.



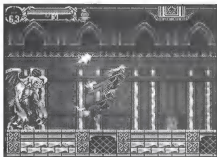
Go left and attack these skeletons as you drop down to the bottom floor. Go right...



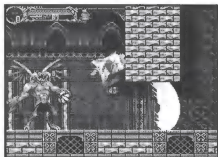
...to find these floating creatures. They'll gang up on you, so try to eliminate them as you go.



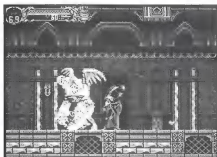
Up next is another difficult mini-boss — a winged monkey. Attack him as he floats away from you.



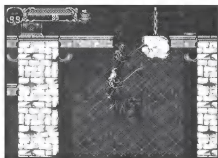
Avoid his two fireball attacks — one solo and the other a triple shot...



...and be very careful to avoid *this* wave attack. We're talking over 40 hit points gone with one hit!



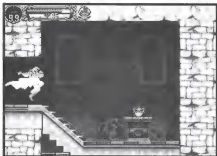
Again, the best weapons against him is the Holy Water sub-weapon. Be sure to keep it handy! Go left.



Go right to the block on the chain and fall down at an angle to land on the ledge to the lower-left.



You can make this leap without the wolf power, which we won't be picking up until later. But if you can't make the leap, you can always come back later with the wolf.



Grab the life max up, then go back outside, drop down and go to the left side of the room.



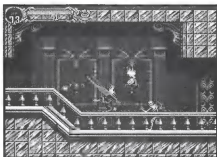
Go left here to find a Save room. Save, then climb back up and go all the way back...



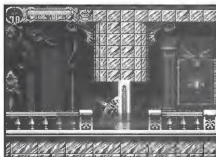
Backtrack to the last Save Room and go up and right to find the hall of clocks. There are Flea Men that leap at you as you approach them. Leap as you approach and slash them.



From this room there are six directions you can go, depending on the time, but for now you can only go to the right.



Continue right to this room. You can get the crystal sub-weapon here, but it really really sucks, so keep the Holy Water if you have it.



Keep climbing up and right until you reach this glowing door, which you can't open yet. Go back to the left one room, then down and right...



...to this room and these new ugly creatures. They look scary, but you just need to attack their heads with your sword or Holy Water. Be warned: the attached girl may flash her butt at you, so if this kind of thing offends you... don't look!



Next up is a killer plant. Stand near him and jump to attack his head, or lob Holy Water or Axes at him from a safe distance away.

④ OUTER WALL ④



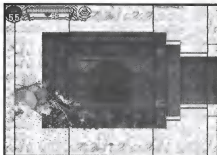
You'll be able to fill in the far right side of the map in this area.



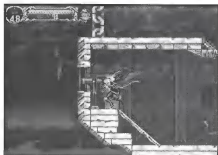
Go down one floor and fight this guard. Wait for him to drop his shield...



...then hit him with some Holy Water.



Go into the room behind the guard and hit this wall to find a hidden Pot Roast. Use it when you need a *big* energy boost. Exit the room...



...and go all the way to the bottom of the room, then drop down into this room and look into the telescope to see a little movie of a boat. Whoopie!



Climb back up to the next room, then climb up to the second door on the left to reach this room. These dark blue guards take a few more hits than the green guards.



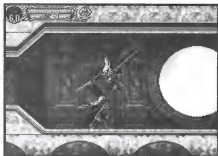
Go left across this room to find a Save room, then exit the Save room and climb up to the next room.



Here comes the next boss! The circular design in the background will open to reveal...



Alucard! Yep, it's a clone of you, and he has the same fighting abilities as you, more or less.



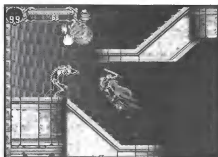
Use lots of jumping to throw him off while attacking with your sword or sub-weapon.



The moment you see him stop to transform into a bat, run! He'll make one attempt to hit you, then transform back into human form.



Defeat your evil twin, then go right to find the Gladius sword. Equip it, then go right.



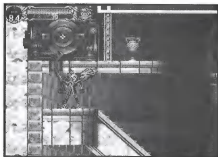
Climb upward in the tower, defeating several familiar enemies and a few new ones along the way.



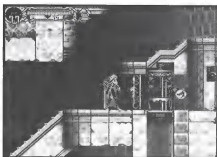
Stay below the barrel of the rifles of this enemy to avoid being shot while slashing them, or use your sub-weapon.



This guard puts up a tough fight, and is only guarding a little money. Skip him for now.



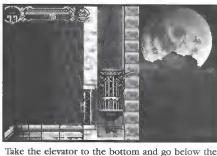
Hit this switch to activate the elevator below.



Along with gaining access to the elevator, you'll also grab the Soul of Wolf.



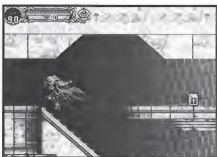
Now you can become a wolf by pressing R2. The main advantage of the wolf is his ability to run (press forward twice quickly) and leap over wide distances.



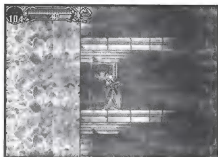
Take the elevator to the bottom and go below the elevator. Transform into the wolf and leap across to the vase with a life max up. (sometimes you need to leave the room and come back to make it appear.)



Go back into the elevator and ride to the top, then climb up to grab this vase with a heart max up.



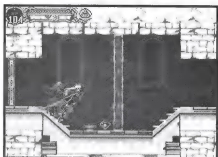
Go to the very top and left to find a Save room. Save, then go down to the elevator.



Enter this door to the upper-left of the elevator...



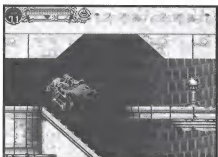
...to find this keyhole warp room.. Stand in the keyhole and press up to warp to K3 (you'll find K2 later).



Go right and press the button to open the wall. Grab the heart max up (you probably don't need it).



Go back to the keyhole and warp back to K1.



Climb to the very top and save again.



Go back down to the elevator and ride it down to the first stop. Go straight to the left and enter the door to find the Long Library.

⑦ LONG LIBRARY ⑦



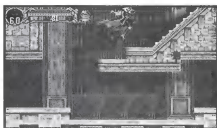
I guess for a library it's long, but this area isn't very long. A mere two pages of pictures...



The first new enemy is a skeleton carrying his skull. He'll raise his sword over his head, then lunge at you. A few quick slashes will defeat him.



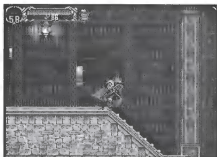
Go left as far as you can to find this room with bronze armor. Equip the armor, then go back to the right...



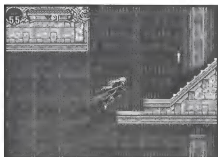
...to these steps, and climb them.



The ball of souls will curse you if it touches you, causing you to lose the use of your sword for about 15 seconds (you can still use spells and sub-weapons).



On the next floor up books will attack. You can spot them easily in the bookcase. Hit them twice to destroy them.



Jump up to the next steps and continue climbing up to find...



...this book at the end of a hall. It's protected by three books in the bookcase behind it. This book of monsters will display their name on the screen each time you hit one. You can turn this option off in the menus.



Go back to the last junction and go left and down the stairs, then continue following the path to find...



...the master librarian. This is the only master librarian in the game, but you can return later by finding him or by using a Library Card. Buy the Jewel of Open (to open doors) and the Castle Map (which shows you *some* of the areas you can explore)



Exit the library and go back to the elevator. Take it to the top, then go up and Save.

♡ ROYAL CHAPEL ♡



From the Save room go down to the warp room (K1, right above the elevator to the left) and warp.



Go to this blue door, which is near the bosses at location #2 on the map. If you bought the Jewel of Open from the Master Librarian you'll be able to open this door now.



As you enter the next room you'll engage in some conversation with Maria. Continue to the left to find...



(...dum dum dum...)The Royal Chapel! Go left to find a Save room and save, then go up to the next floor.



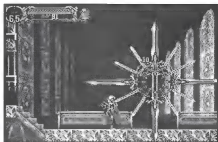
Go to the far left to find this vase with a rather useless ring (you can sell it for a few bucks).



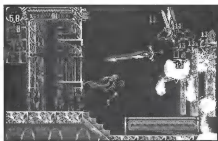
Go right and head up the steps. You can hit the lower of the two skulls and leap over the second as it rolls down (leap left then up and right to get around it), or you can jump and hit both heads at once.



Either way... be sure to avoid the flames the bottom skull spits out!



This mini boss looks menacing...



...but using a few spells or sub-weapons will destroy him quickly. Climb the spiral staircase on the left and go left.



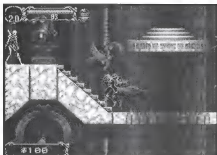
There are glasses above that aren't worth much, but might as well grab them. Leap to the platform by jumping at the *very last second*), then leap to the goggles. Drop back down to the ground below.



Go all the way to the far right along the bottom floor to find this room. Grab the Knight Shield and equip it. You'll be able to get through the wall later. Go back to the left and up the spiral staircase on the right, then to the far right to find...



...this room. Sit down on the left and if a priest in blue appears wait and he'll drop an item sometimes. If a red priest appears, stand up and move to the left quickly because blades will appear. You can sit in the right chair, but you won't gain anything (a lady in red comes and cries sometimes) and if a lady in blue appears you'll want to avoid blades again.



Climb upward while defending yourself against the skeletons throwing boomerangs



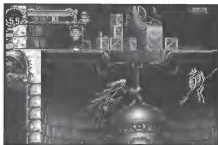
The path on the top-right is blocked for now.



Continue climbing into the tower by leaping from the top left platform to the right platforms.



An invisible woman is above with a blade. She'll draw cool designs, and appears each time you hit her. Sub-weapons and spells work well against her. The path to the left has spikes you can't pass yet.



Jump to the bell above and continue climbing up to the attic.



Here in the attic you'll find a strength drug, a life max up, and the silver plate armor to equip.



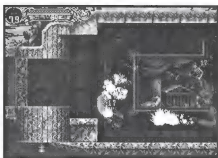
Go into the path on the right below the attic. There are bats and skeletons to fight here. Climb up the bells in the next room. There's a cheap ring in the attic.



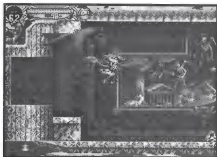
Go into the next path on the right to reach the next boss room.



Here he is! The next boss! It's a bird of prey. He has several variations in his attack.



The first you'll probably see is his flame breath. You won't get much of a warning, so try to keep a distance and use projectile weapons (sub-weapon or spells).



Jump attacks work best to hit him while he's flying. You can recoil and swing again faster when attacking in the air.



If the bird stretches his head down he'll lunge forward and soar across the screen. Be ready to jump.



When she lands she'll often lay an egg and leave it behind...



...which hatches into three small birds that fly up and away. Avoid them.



The hand sub-weapon that drops what looks like white crystals is very effective against the boss...



...just try to make them land where he lands.



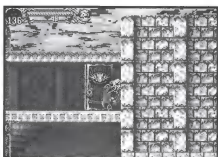
After the battle, go right through the tunnel and another room to reach...



...a Save room. Save your game and exit, then climb up the bells to the attic.



Here in the attic you'll find a potion and a cutlass sword above.



Go into the hall on the right and enter the door.



Continue to the right, through a long hall, to find the Castle Keep.

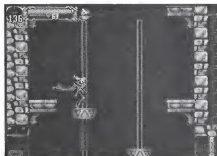
⑦ CASTLE KEEP ⑦



Your main goal for going this far is to find the Double Jump. It's not far now, but first go to the right through the door to find...



...the third keyhole! We label it as K2 because you'll go from K1 to this keyhole. You can now easily warp between all three off the keyholes. Warp back to Castle Keep (K2).



After checking out the keyhole, jump aboard a lift and ride it up, then leap to the left and go into the next room.



Those little green trolls from the clock room are riding on birds here. They'll try to knock you down, but it don't matter. You can still go to the far left...



...to grab the Leap Stone. Now you can perform a double jump. Grab a turquoise above and smash the left wall to find a turkey. Go back to the right...



...and past the two lifts (a good chance to practice your double jump)...



...to find this cursed sword. It's useless because you can't hit enemies with it. Go back to the Keyhole.

⦿ CLOCK TOWER ⦿



Go into the Keyhole twice to reach the first Keyhole, then go to the top to save and enter the door below the save room. Go left.



These little skulls are weak, but they're also distracting and you *don't* wanna fall to the area below.



The first gap *can* be jumped, but for practice try leaping as the ledge collapses.



When you land be ready to fight a skeleton. Do your best to avoid falling to the ground below.



Here's the toughest jump. You can make it with the wolf by leaping from this spot...



...then leap again when you land here to reach the solid ledge to the left.



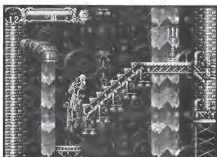
Make one final leap as the ground collapses...



...to reach the next area. These jumps are easier if you have the leap stone from the last section.



You'll also have to fight these huge skulls if you fall below, but they're not tough to defeat.



Once you make the jump you'll be inside this area. Climb the stairs...



...then make a double jump to make it up to these stairs. You gotta have the leap stone for this jump.



Go out the top-right exit to find these steps. Transform into the wolf...



...then run and leap off the steps...



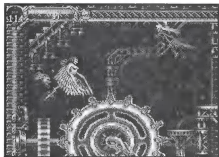
...to reach these three items on columns. If you land on the columns you can grab all three...



...otherwise you might have to try a few times to get all three items (Ice Mail, Bektowa Sword, Shamen Shield).



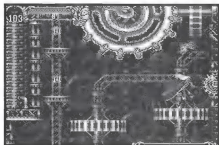
Equip the items you've collected, then head back into the room and go to the upper-left exit.



In the next room be ready to fight this bird with a few direct hits...



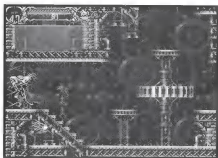
then go to the bottom-left to find this gear. You want to hit it until you hear a <clink> sound (about 14 times). Next, go to the bottom-right...



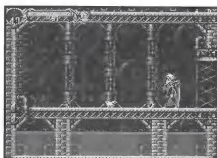
...and hit this gear until you hear it <clink> (should be 3 times).



Go left into the next room and up to this pool of water. The water will hurt you (until you find a shield later), but the damage it causes is minor — just avoid standing in it! Hit this gear until you hear the <clink> (about 8 times).



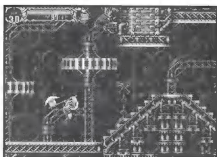
Go to the upper-right to find the final gear and hit it once to hear the <clink>, then go to this door at the bottom-left.



Enter the next room to find a Steel Helm, Gold Plate, and Star Flail. Equip them, then exit and go to the upper-right...



...to find this wall. Smash it to find another room.



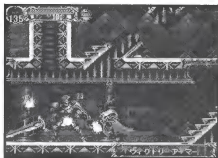
Watch out for small enemies with *big* axes. Go right and up, then left to find these gears. Use them to get into the hole in the ceiling.



Go left in this room to grab a life max up, then right to grab a heart max up.



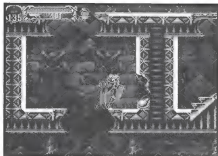
Go back to where you had to smash the wall open and go into the corridor on the top-left.



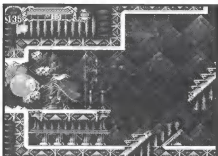
When you kill these large guards...



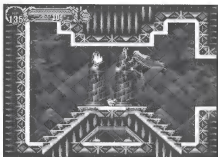
...their spirits will continue to attack you. A few more hits and they're dead for good.



Try smashing the walls in this area to find bonus items, like this Pot Roast while you fill in the map.



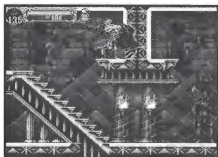
Go to the bottom-left and smash this wall open to find a hidden room.



Inside the hidden room is Healing Mail. Equip it, then exit and go up...



...to find these swinging pendulums hanging from the ceiling. Use them to reach the ledge on the left and enter the corridor.



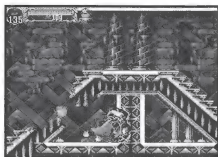
Search in this area for more items in the walls, like this stick of dynamite...



...and this shuriken.



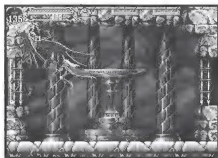
The trick is to not let him land, because that's the only time he can attack.



...this Bwaka Knife...



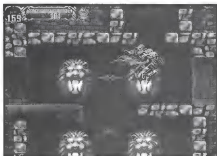
Go left to find the next boss. You can *easily* defeat this winged demon.



Keep him trapped up in the air, preferably in the corner, and keep whacking on him until he gives up.



Jump on the lift and watch these cool lion torches light your way.



Leap off to the right to save your game, then go up into the ceiling here and right...



...to find this falchion. You should have the stronger mace, so don't equip the falchion.

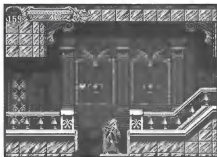


Go back to the lion lanterns and go left to go outside. You can't fly yet, so drop down and go right to find the keyhole a few rooms away.

⑦ THE SWITCH ⑦



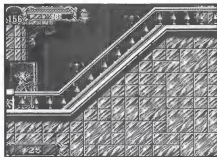
Go to Point X on the map (page 2), then go to the upper-right room to find a blue door you couldn't open before. Now with the Jewel of Open active you can open it and step on this switch inside.



The switch opens the red blockades in two rooms. The first is directly below the room with the switch, so go out the left side and down the steps, then right. Drop into the small room to find an Attack Potion and Library Card (takes you to the Master Librarian).



Go left to the junction, then to the upper-left to find the next new area that is open.



Follow the path to find this door, which leads to the Underground Caverns.



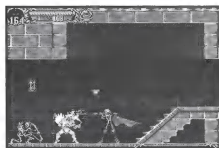
UNDERGROUND CAVERNS



Time to go deep, deep, DEEP underground. In the Japanese version of Castlevania this area was called Ground Water Vein.



Go down until you see a passage on the right side, which leads to a Save room. Save your game.



Go across to the left passage and fight your way...



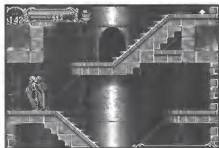
...to a heart max up! Smash the wall on the left side to find another room with a bandana.



Go to the right and down through this hole, then go right and down...



...through this room filled with armed skeletons.



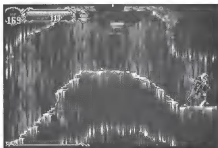
Keep going down until you find this passage on the left side.



Climb to the top of the room and jump up through the hole to find a room with a life max up.



Go back down and out the right side to the tall room with the skeletons, then go all the way to the bottom to find this hole.



Drop into the hole and go right to find a Save room.



Go back to the left to find this room next to the Save room. If you check your map you'll notice you're missing the area directly above this room. Go left and climb back up out of the underground, then climb to the top of the room.



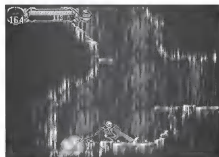
Go left a room, up a room, then right to the next room and down to find this spot. It's a free fall from here back to the underground room.



Later when you get the bat you'll want to explore the top right of this room, but for now just fill in the map and enjoy the fall.



When you land in this room, continue climbing down to find an icy blue floor.



Kneel and slash the blue floor to break it open.



Slash the spirits before they attack.



You won't be able to go beyond this point until you have the mermaid statue. Go back out of this cave and find the room above this one.



The doors crash down and you'll have to fight what seems like a boss, but he gives up fairly quickly.



Leap up and slash away until he retreats and the doors open back up.



In the next room hop across the columns quickly to avoid being damaged by the water as it rises.



Hop up into the ceiling and go right to find this vase with a Pot Roast. Go left to face the *real* boss.



This is a tough battle. You'll have to avoid a lot while trying to hit the mermaid.



Snakes come out to keep you from damaging the mermaid and wolf heads.



Stay back and destroy the snakes first. Keep a close eye on your hit points and use spells or items to keep them up.



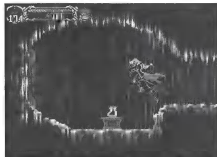
Bubbles rise and form into skulls that lunge at you. Destroy them before they have a chance.



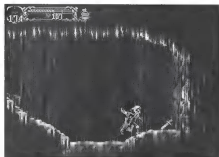
The best defense is a good offense — use the 50-point spell to suck energy out of the boss and into you. Get a few of these in...



...and the boss is history!



Go into the room behind the boss to find this Crystal Cloak.



Go right and down through the hole, then right to find this Scimitar now obtainable since the water drained from this area. It's not a stronger weapon, so don't equip it.



Go left to find this purple potion. Using it will protect you from ice.



Go to the far left and up, then left and down through this area to find...



...this crate. Push it against the wall to stop the water from draining...



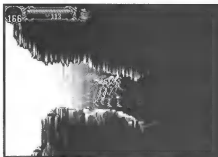
...and to cause this area to fill up with water and drown the guards inside.



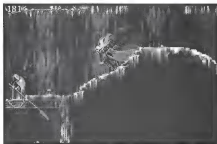
To get into this area you'll need to lure a skeleton from the far left by stepping into the waterfall...



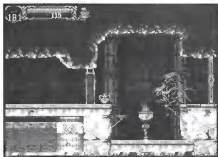
...and quickly leaping to the far left ledge. But it's a difficult leap to make, so we'll come back to it when we get the bat. If you make the jump you can refer to the Abandoned Mine chapter.



Drop down the waterfall and find this passage to the right. Inside the next room is a life max up.



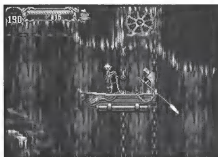
Go to the far left until you see this guy in a boat, then leap into the ceiling through the hole shown here. Go left...



...to find this familiar room from the beginning of the game. Now you can open this shortcut.



Go back to the guy in the boat and jump on for a ride. How much free time does *this* guy have on his hands...



...to build such a complicated pulley system?! Too cool! He'll take you to the far left...

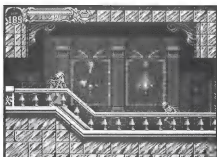


...where you can grab this Merman Statue (with breasts?!). Go back for another boat ride and head for that shortcut back to the beginning of the game.

♥ THE CLOCK ♥



Go back to the center of the map to this clock, then go right to the stairs and up them, then right to the next room.



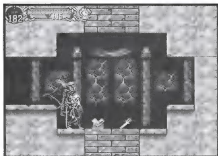
You'll end up here. Hit the second lamp (pictured here above the skeleton's head) to find the time stop sub-weapon. Go back to the clock.



Use the time stop sub-weapon and double jump up into the top-right passage.



You'll find the Alucard shield and a heart max up in the next room. You should already have a stronger shield.



Go right into the next room to find the Alucart Mail and Sword, both weaker than what you should have already equipped. "Alucart" isn't a typo... you'll find a better "Alucard" weapon and armor later.



Go back to the clock and up the upper-left passage.



You'll find a life max up and a door leading to Olrox's Room.

⑤ OLROX'S QUARTERS ⑤



Here's a really short area that leads to the Colosseum.



Follow the path up while attacking these skeletons before they attack you.



When you reach this wall, smash it to find a hidden room with a few items.



You should already have a stronger sword than the Broadsword, but the Cheese and Onyx is useful.



Go back to the left to find this huge floating sword, similar to the mini boss earlier in the game.



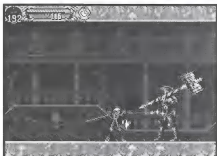
...that will send all of the weapons flying safely away from your soft little head.



The next big enemy has a similar attack, thrusting his sword forward. Attack between his attacks. He'll kneel when defeated and throw his sword, but it won't hurt you.



Use your Tetra Spirit to make spirits appear.



Go to the upper-right passage to face this mini-boss. He'll put that hammer to use, so hit him then back off to avoid getting hit.



Continue to the right to find this door, which leads to...



...the fourth keyhole! Now it's available as a warp, but don't use it now. Go back into Olrox's Room.



Go back to the room with the huge floating sword and go to the bottom-left to find this door. Enter it to find the Colosseum.

⑦ COLOSSEUM ⑦



Your goal here is to find the Mist power, but before you get it you'll have to fight a mean boss.



Drop down here and hold right to land on a ledge below, then go right to find a Save room.



Go back to the top and go left...



...to find this Mist power. You can't get it from here, so go up.



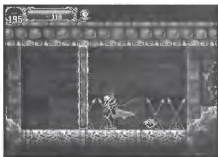
Go left as far as you can, then drop down to the bottom floor and go left again...



...to find this area. To the right is the boss, but first go to the left to find another staircase area...



...and drop down to this ledge. Go left to find a Save room and save. Go back up the staircase and to the upper-left passage.



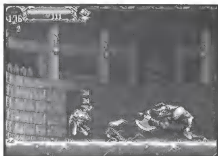
You'll find this room with a wall you can open that leads to the Castle Keep. Might be a handy shortcut later, but for now go back to the right, leap across the top at the staircase...



...and head for the boss (grab that library card).



There are two monsters to fight in this battle, but it should end quickly if you're aware of a few rules.



Attack the little guy first, since he's an easier kill. Once you kill him you can concentrate on the minotaur.



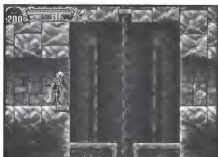
When both bosses are charging you, duck to avoid taking damage.



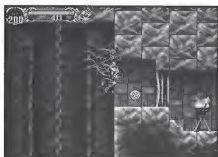
They'll use teamwork, usually with the minotaur throwing the little guy.



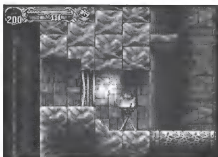
Here's an important one: when the minotaur throws his axe away, be ready to jump over him because he'll follow with an uppercut.



After fighting the boss you'll be able to go to the room with the Mist power. There's a button here that opens the floor. It's hard to avoid...



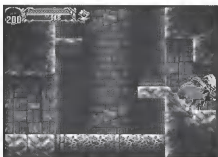
...but with a double jump you can leap over the gap to get the Mist.



Use the Mist power to get through the barrier. Go right to the next staircase...



...and drop down to the first Save room.



Exit the save room, drop down to the bottom floor, and go right...



...to a room full of skeletons and sub-weapons. We still like the Holy Water the most. Grab the Heart Max Up. For future reference: when you get the Money Sword this is the best room to use it in.



Go straight across to the left to find this big skeleton. He's an easy kill with a few hits. Continue left...



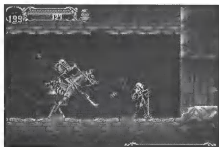
...and you'll find this invisible Hunting Girl. Familiar stuff — just dodge and attack.



To the far left is this room with a Blood Cloak. Wearing it will cause your heart and hit points to reverse, causing you to lose heart points when hit, and vice versa.



Go right to the staircase, up a floor, then left and across this lift. Leap to avoid falling through the gaps on each side.



How's *this* for disgusting?! A horse chopped in half with his guts hanging out!



Continue to the far left, across this staircase, to find another save room.



Exit the Save room, drop to the bottom floor, and go left to find this room. Lots of enemies, but nothing new.



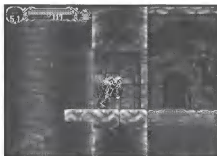
Fight through the enemies to reach this Shield Rod. Use it with various shields to wield various effects. See the full listing in the back of this book,



One example of the Shield Rod is this effect that makes a goat appear and your intelligence go up, while using the Shamen Shield. A naked fairie appears when used with the Herald Shield, which you'll find later.



Go to the far right along the bottom floor to find this room. Fight the Grave Keeper to get the Green Tea in the pool (man, that just sounds *weird!*).

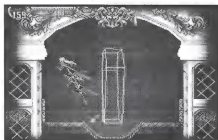


That's about it for this area, at least until you get Bat power Head for the exit.

⑦ OBTAINING BAT POWER ⑦



Go back to the Long Library and find the Save room.



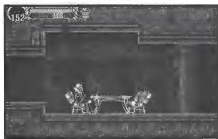
Go through the Save room (save if ya want to), exiting out the left side.



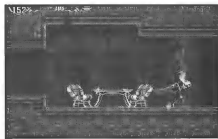
At this junction make a double jump to reach the higher ledge.



Go left, up, and right and double jump over this gap.



You can sit at this table, but it won't do anything for you. You can grab the Stone Mask above the table.



Push against this bookcase to spin it and enter the room behind it.



In the hidden room is a Holy Rod and a poison-absorbing Topaz Circlet. When the circlet is equipped you will *gain* hit points when an enemy tries to poison you.



Go back to the junction after the save room and go down, then left, to find this boss. Keep jumping and slashing to attack him...



...until he shoots down a beam that creates a monster. Defeat the monster, then continue with the boss.



Feel free to use a few spells or sub-weapons, but you won't need much help to defeat him.



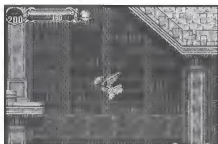
Continue to the left, then down, then right to find this room. Destroy these statues for a Takemitsu, Onyx and Frankfurter.



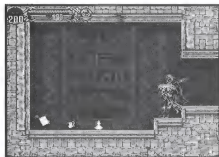
Use the Mist power to get through this grating and go to the right.



Grab the Bat 1 power!



Head out of the library until you reach this junction, then fly up with the bat.



You'll find a room with a poison serum, a potion, Antivenin, Fairie Card.



Go into your menus to activate the fairy. She'll follow you around, points out some secrets, and heals you when you're low on hit points (she'll let you know before is she's too weak), and can even bring you back to life if she has a magic apple.

④ THE END IS NEAR?!? ④

- At this point, with the bat power, you *could* fly up to face Richter and see an ending to the game, but there's more to the game than that. One of your goals is to fill the map in completely, by exploring every corner of every room. We're going to continue the walkthrough with that goal in mind, but you're welcome to skip ahead if you wish to fight Richter. Once you find Maria's rings (one is in the Nightmare, and one is at the end of the spiked corridor on the top-left side of the map), you can go to the clock and open a passage to get special goggles from Maria. Go to Richter with the goggles equipped and you'll fight an orb. Defeat it, and you'll enter the inverted castle, where the adventure starts all over with new enemies and items.



FILLING IN THE MAP



There are several items to grab and a perfect score to aim for by filling in the map. Look for dark areas, or empty areas. You can often see the doors on the map that will lead to new areas. You can always refer to the map in the front of this book if you get stuck.



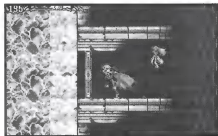
Go back to the Master Librarian and you should be able to afford the magic spells book by now (unless you wanna use our handy list in the back of this book).



...to find this room with Mirror Cuirass and Jewel Knuckles.



Go back to the Outer Wall and down to the bottom to find this grating on the left side. Mist through it...



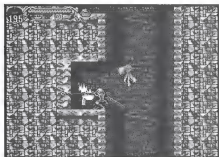
Exit and head up to the top to find this door. Enter to find the keyhole warp room.



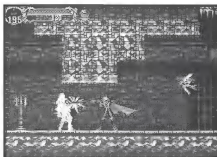
Push up in the keyhole twice to reach K4 (Olrox's Room).



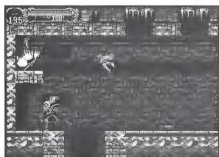
Go left and use the bat power to fly up this passage.



Along the passage leading up are several vases containing a Resist Fire, a Lucky Drug, and a Mana Prism



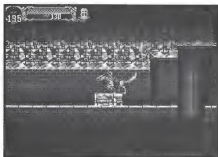
At the top go left down the long hall.



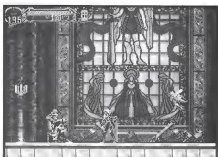
On the far end of the long hall is the Estoc. This is a two-handed sword that makes a strong attack, but is slow moving. Not one of our favorites.



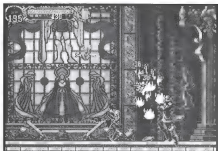
Drop through the hole in the floor and go left, staying along the top platforms to find a passage on the far left.



Grab the iron ball in the pit, then transform into the wolf or bat to get through this tight spot.



Enter the door to find the next boss. Kinda looks like the ghost of Shakespeare.



He's gonna pick a fight with ya. With one attack he summons bats that swarm and then attack you. Swat them before they have a chance.



In another attack he forms a large black hole with skulls that fly in a circle towards you. Swat them, too.



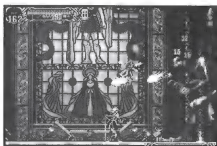
If he disappears be ready for three beams to form (you can spot them a second before, so move quickly to avoid them).



Use jumping attacks to hit him while he's in the air, along with any sub-weapons or spells you may have. He isn't *too* vicious, so stick with it.



Eventually he forms a large green monster. You'll need to jump to attack his soft head.



The green monster likes to shoot fireballs. Be ready to duck under their path.



He also likes to step forward and grab at ya. Keep a safe distance when he's moving.



The more damaging attack is this beam that usually comes in sets of two, each followed by flames from the floor where it hits. Just jump away.



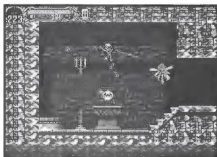
Sometimes when he spits fireballs he'll aim up and down fast, spraying them in a pattern that can only be avoided with your shield.



When he's defeated he'll turn into a skeleton, and make one last lunge at you, just for fun (he can't hurt you)



After the battle, use the bat power to fly to the door at the upper-left side of the room.



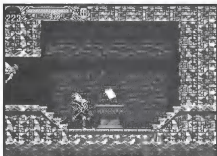
Go to the far left to find this room with the Echo of Bat. Now your bat can use sonar to see in the dark.



Go back to the far right and outside, then drop to the ground to meet these disgusting horses cut in half. For now you can avoid them and go right.



On the right side fly up to this passage and enter. (there's a save in the passage above this.)



Go to the far right to find the Garnet



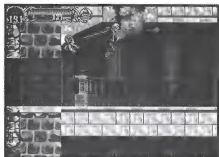
Use the bat to fly around in the sky in this area to fill in the map.



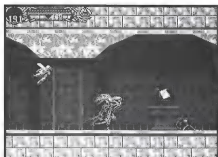
Check your map for dark or missing areas that need to be filled in.



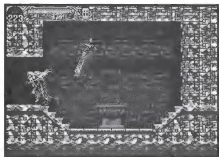
When you have the map filled in, drop to the ground and go to the far left, inside, to find this heart max up.



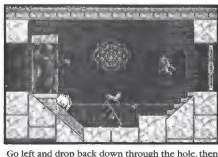
Continue to the left to this room, then smash into the ceiling to find a hidden passage.



Go up into the passage and to the right to find this Sword Card.



Activate it and the sword will follow you around, slaying nearby enemies, albeit very slowly. It's most useful against bosses you can safely get near.



Go left and drop back down through the hole, then go left through the door to find this one-way room. Hit the block to open the passage. You now have a shortcut back to the Royal Chapel.



Go back to the Colosseum and up at the point where you got the Mist 1 power.



Go left to this room, then leap up with the double jump and smash the ceiling here to open a passage.



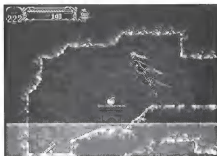
Enter the passage to find the Holy Sword.



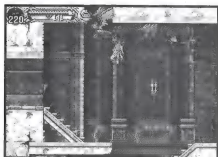
Go right to find the keyhole, then warp once to reach the first area of the game. Go to this room (with the amphibians along the bottom). Go through this tunnel as the bat...



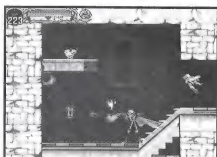
...to make this passage open in the bottom left corner of the room.



Inside is a magic apple (Wonder Drug), and the Jewel Sword (which makes valuables appear when used)



Go to the top of the amphibian room to fly into this passage with the bat. Follow the path to find...



...this room with holy armor. There's a save room also in this area. Go back out to the amphibian room.



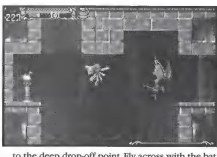
Go out the top-left door and exit the castle to find this enemy. Hit him fast with your sword and sub-weapon.



Fly up with the bat power to reach this room with Power of Wolf and a life max up.



Go to the Marble Gallery to get into the Underground Caves. Follow the path...



...to the deep drop-off point. Fly across with the bat to the passage on the right.



Go to the far right to find this Claymore sword. Follow the path down and right to the next room.



Open these vases to find four Meal Tickets.



In the bottom-right vase is the Moonstone, which is most powerful during the evening hours.



Go down and left to find a Save room, then right to find this room that looks like a Save room.



Instead of saving, you'll enter a nightmare.



Don't be fooled. She's evil!



When she spreads her wings out, be ready to avoid the spears that shoot out for a moment.



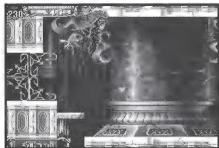
Use jumping attacks, as usual, to hit this boss effectively while she's barely within reach.



She'll split into several clones. Find the real one to end the nightmare and collect Maria's Gold Ring.



Climb back up out of the Underground Caverns and go to the Alchemy Laboratory.



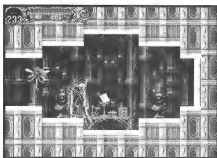
Climb up a few floors to this spot (up and left from the elevator), then fly into the hole in the ceiling.



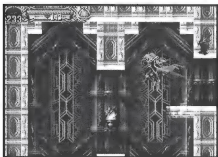
You can crack open these containers to grab the sub-weapon of your choice. We always recommend the holy water. Enter the room to the right to get the Skill of Wolf (Junge and attack) from the globe.



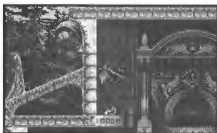
Be sure to fill in the entire rooms on your maps for areas like this, where you couldn't reach the ceiling before having bat power. Go into the passage on the top-right of this room to find...



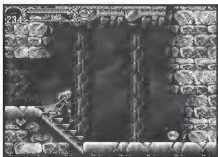
... this hidden room with the Bat Card.



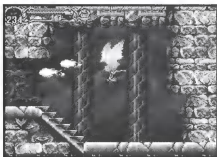
Go back to this room and into the first door on the left to reach the passage to the Royal Chapel.



Go to the large staircase and fly to the ceiling above to find lots of items (Mystic Pendant, Magic Missile, Shuriken, Ankh of Life, TNT, Boomerang, Morningstar), and to fill in your map.



Go to the top of the Outer Wall and enter the door below the Save room to reach the Clock Tower. As you enter, fly up along the right wall to find a passage to this room with the Fire of Bat.



Now your bat can shoot fireballs, and you're little bat will shoot them too if he's activated.

① ABANDONED MINE ①



The next logical direction to go is *down*. Head to the opening in the floor shown here (see position 9 on the map) and drop down.



Go down to the drop-off and drop off. When you reach the underground cave area, go to the far left...



...to find this waterfall. You might be able to make this leap without the bat, but with the bat or double jump it's *much* easier.



Inside you'll find a room with a button on the left wall. Push into it to make a skeleton appear that drops a barrel on the bridge, breaking it. Now you can get the Herald Shield.



Go right to find this familiar skeleton throwing a barrel. Beat him up and go right until you enter the next area, then come back...



...to find the skeleton reborn. Lure him right to this bridge so he'll bust it up with his barrel, and you can get the max life up and max heart up below. Drop into the pit and go through the door to find...



...the Abandoned Mine (pardon our Japanese title screen with the original title). Drop down to the bottom floor...



...to find this passage to the right with a Save room. Save and exit the room, then climb up...



...to the mouth above and go inside. (sure it seems foolish, but chance 'um!)



Inside the mouth is the next boss — a three-headed wolf. You can stand on the columns here.



Jump to avoid the fireballs spit by the wolf...



...then move in for an attack. Hit him a few times, then move away quickly before he retaliates.



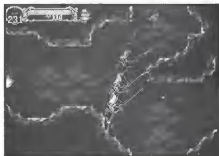
You can avoid the lower streams of flames by leaping up to the columns...



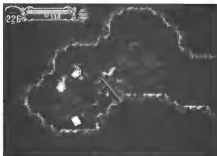
...but be ready to drop down to duck under the diagonal streams of flames.



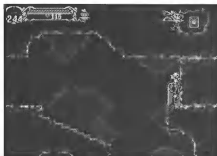
Go downward. About 5 hits will take out these floating spirits.



Continue down to this junction and go left...



...to find this hidden room with the Demon Card. Go back up to the button.



Activate your demon and he'll hit the button with his spear. You might have to activate him a few times to get him to do his job.



Go right to fight this plant with a naked girl inside (Yep! We said "naked"!). She's easy to defeat with a few hits of your sword.



Go right and drop down to find this 24 ring.



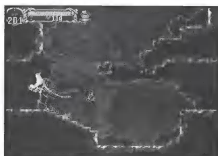
Go left and smash into this wall to find a turkey, and a passage to a hidden room.



Inside the hidden room are several peanuts, Barley Tea, and a Power of Sire.



Go back to the junction and right to find keyhole #5, which will now be open if you need it.



Go back to the junction and drop down to here, then go left.



In this room grab the Karma Coin, and the combat knife (short reach, but lethal). Go to the far right, drop down, and enter the door to enter the Catacombs.

♥ CATACOMBS ♥



This is the deepest part of the castle, and you'll need to put the bat's sonar power to use soon.



Drop down to the bottom and go left to find a Save room. Save. Go through the left wall of the Save Room...



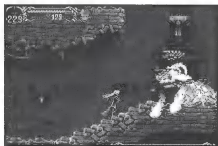
...to find this room with the Bloodstone. Wearing this will make you recover double HP (hit points) while roaming around the castle. Smash the left wall to find the cat-eye circle.



Go to the right to meet several skeletons, including these headhunters. If you defeat the first skeleton and the head they're carrying, the other skeleton will run away.



These little green devils drop flames as they roam around. You can put the devils and flames out with your sword. It's safer to extinguish the flames than to try to get around them. Drop down and go right.



The green blobs have guard so they can't be defeated with most swords. Ignore them and attack the larger orange/red blob with your sub-weapon.



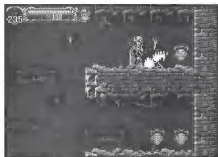
Keep going to the right along the bottom until you hit a wall, then climb up and go right to...



...a dark room. Transform into the bat and use your sonar power...



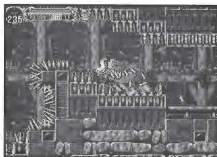
...to see your way through the spiked corridor. Don't touch the walls! When you see the glowing pad on the ground land on it to turn on the lights.



Go right and open these vases to find a cross shuriken, Karma Coins, and a pork bun (known as Manapua here in Hawaii). Drop down and go to the far left...



...to find this room with Spike Breaker armor! Ahhh yeah! Grab the Library Card, too. Climb back out of this area to the spiked room.



Equip your spike-busting armor and bust up some spikes.



When you get back to this area take the lower-left path out, after clearing the flames.



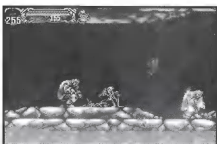
You can bust open the red tombstones in this area to find a Monster Vial 3.



The next room has a heart max up and life max up.



Continue left to meet another large monster that almost qualifies as a boss. Don't forget to use your sub-weapon, which is hopefully holy water.



These hunchbacks look harmless, but they're out to get you so get them first.



You might recognize this guy from the Clock Tower. Duck under his gear and stab away, then head up above for the dance mask and a heart max up.



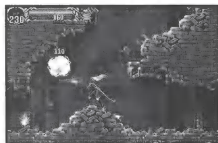
Go to the upper-left and smash this wall to get through. Enter the secret room...



...to find the Icebrand, which will freeze some enemies. It has a special move you can perform...



...by pressing Down+Forward+Attack.



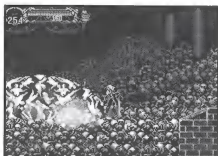
Go back down and left to this junction. Go into the room on the left to fill in the map and collect a buck from the lamp (woo-hoo!), then go back to this junction and out the upper-right side to find...



...a Save Room. Save your game, then go out the right side...



...to find this room with the Walk Armor. This armor will increase in defensive power as you cover more map area while it's equipped.



Go to the far left a few rooms to find this large room with the next boss. It kinda looks like a brain...



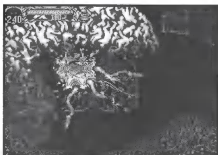
...but it's actually a ball-o-souls. Zombies will drop from the ball and walk towards you. You should always concentrate on defeating them first...



...then jump up and take a hit at the ball. After a few hits a piece will fall off.



After you knock another piece off the ball, a tentacle will take aim and shoot a straight beam. Dodge it...

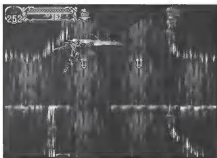


...and keep jumping and slashing at the center structure to destroy the entire ball. Sick stuff — don't ya just love it?!!



Go out the exit on the left and follow the path to find this room with the Mormegil Sword.

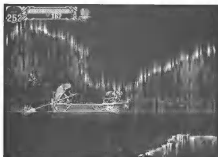
MO' MAPPIN', MO' COLLECTIN'



You're almost ready to face Richter, and you should almost have the entire map filled if you've been following our walkthrough. We'll visit a few final areas now to grab some useful items and complete the map. Go back to the junction shown here in the Underground Caverns and drop down to the icy blue area we broke open earlier in the walkthrough. Drop into that hole.



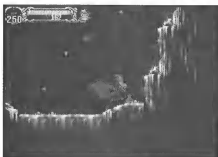
Go down and right to find this boat waiting to take you for a ride.



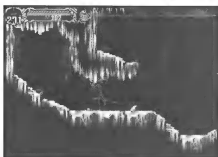
Be sure to duck under the low ceilings to avoid being knocked out of the boat.



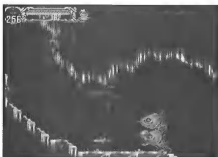
When you reach the end of the ride go to the right until you find this room with the Holy Symbol (looks like a snorkel to us!). With it equipped you can safely enter water areas, so skip the boat...



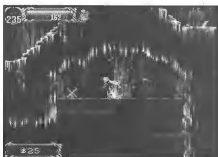
...and go collect a few items on the way back (be sure you're filling in the map, too).



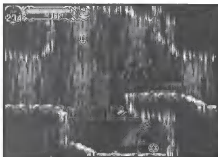
You'll find a life max up to the far left, followed by this area with the Knuckle Duster.



Climb back up to the top area (shown at the beginning of this section), then go left to find this water area. Avoid the fire spit by the fish.



Go right and up to find this Nunchaku (has a fast recoil to hit an enemy again, but uses both hands).



Exit the water and go left to the next two water areas to fill in the map and get Life Max Up and Antivenin. Exit again and go left a few screens to find this pentagram in the water (a one-time use weapon item).



Go left to the waterfall and drop down behind the waterfall to grab a boot (check to make sure the map filled in correctly — it often doesn't here). Go to the far left to fill in the map near the boat ride.



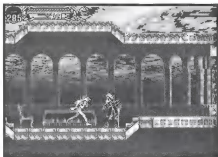
Next, go to the Castle Keep area, which probably needs lots of filling in. Go to the broken steps where the game began and fly straight up along the right wall to find this room with two life max ups and two heart max ups. Grab Ghost Card in bottom-right corner.



Go back to the broken steps and fly under the first battle area to fill in the map and find Power of Mist — now you can use it longer to fly or avoid rooms of enemies.



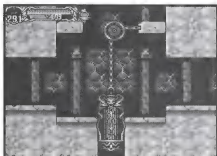
Go to the spiked hall at the top-left of the map, equip your spike-busting armor, and go down the hall...



...to get Maria's Silver Ring. Use the mist power to get through the barrier.



Go back to the clock and equip both of Maria's Rings to open the floor below the clock. Drop in.



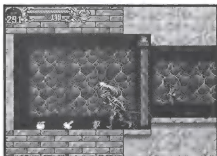
Go left to find a Save Room and right to find a heart max up and life max up, then jump into the elevator.



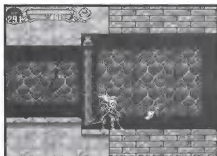
Find Maria in the middle of this area for a little talk. You'll receive the Holy Glasses.



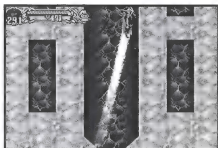
Go back up to the clock and up the passage in the middle above the clock.



Go left to find this room with a Hammer for your angel (she'll break you open when you're turned to stone), a Wonder Drug, and a Potion.



Go to the far right to find the Gravity Boots.



With these special shoes you can leap up far distances until you hit a wall, and you can even leap at diagonals (it takes practice). Head back up to Castle Keep, ready to face Richter.

♥ RICHTER STRIKES AGAIN ♥



Go to the room with the glowing tiger heads and hit this corridor to find the Save Room.



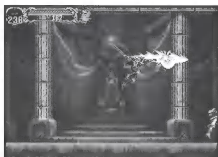
After saving, head back into the castle and fight Richter.



Go back up to the second floor of the castle to find Food, Resist Stone/Holy/Dark, and Platinum Mail.



Richter will use his chain to attack. Keep a distance.



Equip your Holy Glasses and avoid Richter — concentrate on the green floating ball. Once you defeat it...



...a spirit appears, and the second half of your adventure begins.



You'll get to watch a short animation with the clouds opening up...



...and the inverted castle appearing.



You'll go into the inverter room to enter the inverted castle.



Now the entire castle is inverted. You'll have to jump to reach most items, or use the bat to reach the "floor" above. Even the candles are hanging upside down. Looks like this place was decorated by Shelly Winters during one of her *The Poseidon Adventure* flashbacks.



When you pull up the map you'll notice it's just beginning, and you need to fill it in all over again. It's the exact same map as before, only turned upside-down.



THE INVERTED CASTLE BEGINS



Everything old is new again, and you need to redraw the entire map to find every item and complete the game with a perfect score (and the best ending sequence). Head to what used to be the second floor of the castle to find 3 Life Max Ups, 3 Heart Max Ups, a Bastard Sword, and a Royal Cloak.



Head out the front door of the castle and drop down. Go to the bottom-left door...



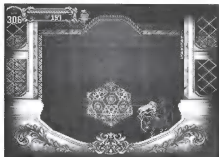
...to find this familiar room with a High Potion, plus Resist Fire, Ice, Stone, and Thunder.



Exit the potion room and fly up the left wall to the doorway. Enter it and go left two rooms to find...

BONUS WEAPON!

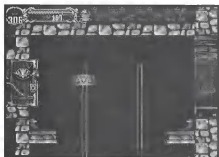
Here's something we found on the last day of our deadline, but didn't have time to work into the layout. Turn to page 36 and look at the pic on the top-left corner with the Leap Stone. Go there now, as you exit the inverted castle, to find a Sword of Dawn in the column where the Turkey was located. Use the special attack (down+forward+attack) to make a random warrior appear. You can make several at once. Nice toy!



...a Save Room! Save your game, then go right one room and drop down.



Go left to find this room with a Library Card that will take you to the Master Librarian anytime you hike.



Go back outside and to the bottomside of the broken stairs to find this room. Go inside the bottom-left door to find Lightning Mail. Enter the door on the upper-left to find...



...this keyhole room. Exit back out and continue straight across to the right.



These tombstones attack by lunging forward — approach them slowly and be ready to step back the moment they move. (or run through with the wolf)



When you hit these "Balloon Pod" jellyfish...



...they explode into several small pods that fall to the ground. They'll poison you, so have your poisoning ring equipped and you'll gain points as you hit them.



Drop to the bottom of the room to find this Magic Missile and Bwaka Knife.



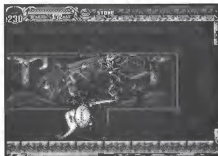
Climb up to this corridor on the left to find a Save Room. Save, then go right across the last room and into the next tunnel. In the next room is a boss.



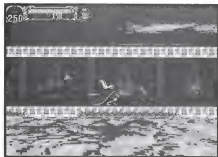
This medusa-like creature will use a shield to stop your attacks while shooting a beam...



...which will cause you to turn to stone when hit. Just shake out of it.



Leap to avoid her attack, then slash her on the way down. Or leap up and throw a batch of holy water from here. You'll earn the Heart of Vlad.



Go right through another tunnel of leaping black tigers and poison jellyfish.



In the next room drop to the bottom to find the Talwar. Go through the tunnel at the upper-right of this room to the next room. Drop to the bottom again and grab the Max Life Up, Smart Drug and Mana Prism.



This room is guarded by a pair of flying archers. Get above them to avoid the arrows they shoot down.



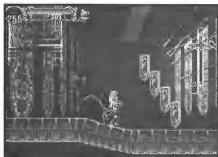
Go out the corridor on the right to find the familiar spiked hallway. Equip your spike-busting armor and run through.



Past the spiked hall is a room with the Twilight Cloak. Exit the spiked hall.



Head up the room to the top-right corner. Your map should start taking shape and looking familiar by now.



Go right to find this room with a levitating sword — this time surrounded by shields and spears.



Use a Summon Spirit spell to knock out the spears and shields in mass. Monsters like this are always worth gaining the experience points to raise levels, and we even got a Knight Shield out of it.

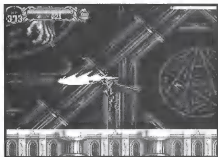


Go up and right a few rooms to reach the long stairway. The skulls on the steps are replaced by an archer in a machine. Drop to the bottom for a Fire Boomerang, then attack this guy by sneaking up below him. Be sure to fill in the map in this area.



When you reach the top of the room go to this room and grab the heart max up. Go right for a Save Room, then left and through the door to reach the Marble Gallery.

ALCHEMY LABORATORY (INVERTED)



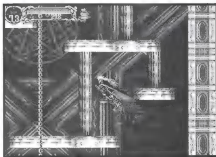
Drop down and go left to find the boss room, with a new boss. This one is *sick*!



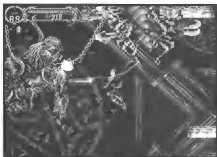
Get down to the floor and chop up the legs and arms. We're talking *really* sick stuff here. Cool!



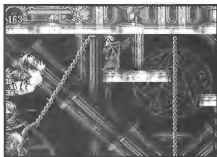
It's a decomposing body protected by huge flies. You can kill the flies, but they'll just keep coming.



When his limbs are gone, climb up these platforms while avoiding the flies.



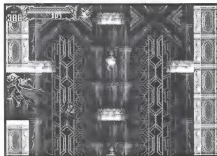
Leap to the body and chop it, then climb back up and do it again.



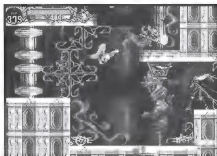
Try using spells or sub-weapons from up here.



When the battle is over go out the bottom-left side to find this room with Ring of Arcana, which makes rare items show up more often when equipped.



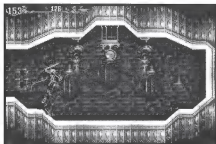
Exit the room and go out the top-left exit to reach this room. This second exit from the bottom leads to a Save Room. Go back through the boss room.



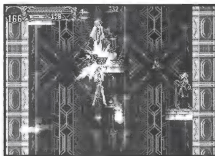
In the next tall room go out the top-left exit to reach this familiar room with familiar but different enemies. Watch out for the booby trap on the floor.



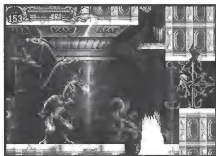
Go out the top-left exit and climb to the top of the room to the next top-left exit. Climb to the top again and smash the ceiling open to get to the next room. Climb to the top to reach this jar and crack it open for a Katana Sword.



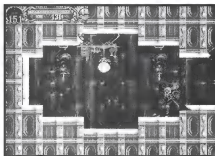
Drop back down through the last hole you made, then look for a cracked wall to the right of it to find this room with a Heart Max Up.



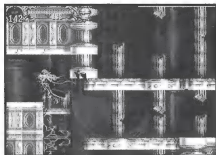
Use your spirit spells to defeat these annoying babes... or use the Mist power to sneak past them.



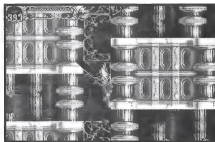
Go back across the hall and out the top-left exit to reach this room. This big guy takes a long time to charge up, then spits a small fireball that explodes up as it hits the ground. Drop down through the hole...



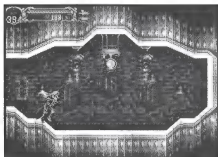
...then go left to find this room with a High Potion. Exit and go back up to the last room...



...then head for the top-left corner to find a Save Room through this exit. Go back to here and drop down to the door below on the left.



You'll end up in the maze with an empty elevator shaft. Drop into it and hold right to reach the next ledge down.



Enter this room to grab a Goddess Shield. Exit and drop to the bottom of the shaft, then go right through the long hall. In the next room go out the top-right exit to reach the boss room.



Continue filling in the map while heading to this spot, then go right in this room for a resist dark, then left in this room to reach the inverted Marble Gallery.

CASTLE ENTRANCE (INVERTED)



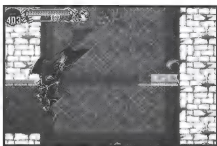
Go to the left to grab a Heart Max Up, then go up...



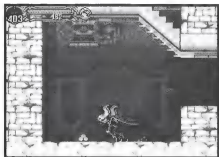
...and right at this junction for a Save Room. Save, then exit and go up and right to the top-right corridor. Go down the hall...



...to find the second keyhole (K2) of the inverted castle.



Exit the keyhole and go to the far left wall to find this corridor.



Inside the room is a Talisman. Grab it and exit the room, then go up.



Watch out for this beam-shooting skeleton on the way up. His beam is *very* strong! Go out the top-left exit.



Jump up through the hole and go to the upper-right to find a room.



Inside the room is a Life Max Up. Grab it, then exit and fly to the upper-right corridor.



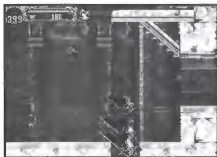
As you enter hit the steps in the upper-left corner for a High Potion. After a few skeletons and a spooked parrot you'll see this snake skeleton. Just hit him, take a step back, and hit him again to defeat him.



Go right to this familiar group of rocks and smash open the tunnel. Fly through with the bat...



...to make this secret passage open up. Go inside to find an Opal, a Zircon, and a Beryl Circlet.



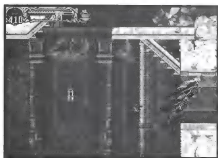
Exit and drop down to this passage.



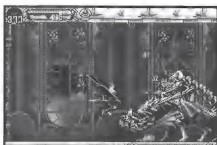
Watch out for this flashing flower (aka Blue Venus Weed)... the vines rise up around her for protection. She's a tough battle, so you might want to activate the mist and float past her.



Go through this passage on the top-right to find a Save Room and save your game. Exit and go down to the lower-right corridor for a room with a Fire Boomerang. Go back out of this entire area...



...to the room with the amphibians, then through this door. Go right for more skeletons and snakes...



...and this wolf mounted with a knight. He still only takes a few hits to defeat.

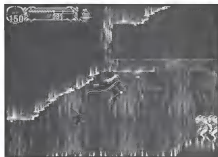


Go outside and drop down to get a Hammer and Antivenin. Be sure to fill in the map in this area well.

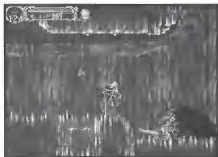


Go back to the room with the amphibians and out the top-left exit to this room, then go through the door to reach the inverted Underground Caverns.

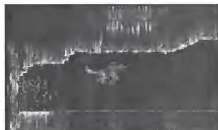
UNDERGROUND CAVERNS (INVERTED)



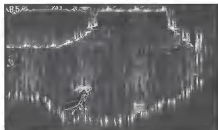
Go left and up into the hole in the ceiling to reach this area. Go right, jumping into the water to fill the map.



This octopus spits up ink as you approach. Stand on this ledge and swing away to hit him safely.



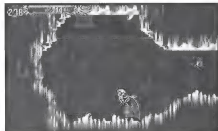
You can't get far into the water in human form, but if you become the wolf you can swim upward.



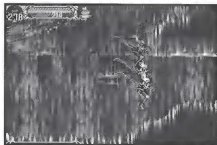
Go to the far right to find this Alucard Shield. Go back to the far left where you started...



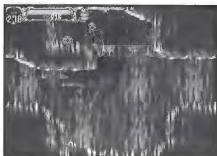
...and a little farther to reach the waterfall. Go past it to the far left...



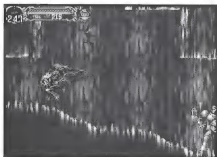
...to reach this room with the Osafune Sword! This is our favorite sword. Press Down+Fwd+Attack for a special teleport attack to hit enemies from a safe distance, or Down+Back+Attack for a power attack.



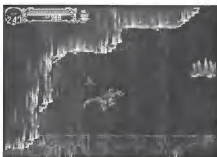
Go back to the right and drop down the waterfall, then go right to find a room with a Garnet Ring.



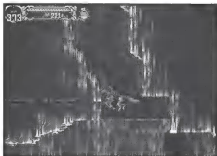
Go left and jump into this water to grab the Bat Pentagram. Be ready for a tough naked flower fairy (Blue Venus Weed) in the next room.



Go left to find this junction, then continue going left.



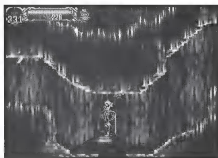
Do some more dog paddling to reach a potion and a Max Life Up.



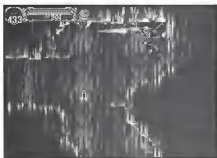
Go up into this water passage and follow it...



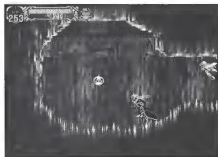
...to find a Heart Max Up.



Continue left to this junction. For now continue to the far left to use the Save Room. Exit and go up...



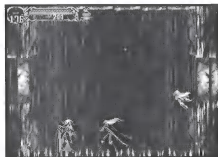
...to reach this area with the blue ice. Bust the ceiling open and enter the passage.



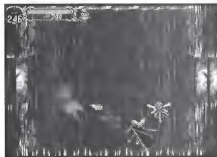
Keep going left *really far* to reach this bat Force of Echo. Grab the Mana Prism and Elixir, and fill in the map on the way.



Backtrack all the way to here again (see picture above this one), then go left in this passage.



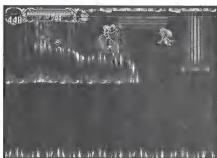
You'll face the next boss — another clone. He has your power, but you should have the skills to knock him out fast.



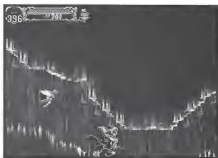
Slash him quickly while avoiding his attacks...



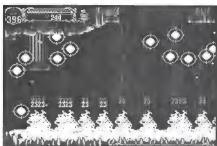
...or better yet, use the Osafune Katana to knock him out from a safe distance by hitting Down+Forward+Attack.



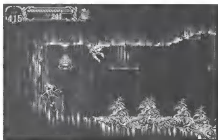
After the battle grab this Zircon Ring.



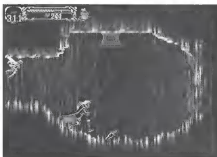
Go left to this spot and drop into the floor, but watch out where you land...



...because you're falling into this room. The best attack is to drop to the left to land on the ledge at the top of the room, then use the (SPELL) to suck some points out of the octopi.



Move to the far left to get a Pot Roast and work your way right through the octopi.



To the far right is the Glaumdring sword. Grab it, then go back to the left and up out of that room.



Go right and down to this area, then go left to save your game in the Save Room.



Watch out for a gargoyle as you enter the Abandoned Mine. Go up to the top-left corridor for a Save Room...



Go left past these freakish spear-toting birds, then continue left to meet the next boss.



Exit and go right to this spot. Go up at this passage to find a door, and enter it to find the inverted Abandoned Mine.



...then go into the mouth.



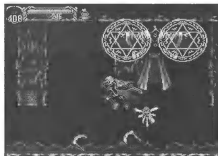
Hey look! It's Death! Haven't seen him in a while. Now he wants to fight, but this time you get to keep your weapons.



Death begins by throwing lots of scythes (that's pretty much his trademark weapon throughout history).



He forms these lightning balls that will float *very slowly* toward you. Put your Osafune Katana to use.



These pentagrams will form...



...into claws on each side of death. Keep hitting him until he explodes, and transforms into...



...this thing. He mostly throws his boomerang-like scythes while floating around. Use the special attack to hit him from a safe distance.



You'll get the Eye of Vlad from Death once he's... ummmm... dead. Go out the left exit.



Activate your goblin at this button to open the door.



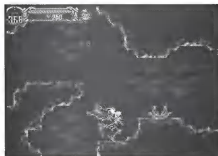
Keep going left to find these gargoyles, then head upward.



It looks empty up here, but if you smash open the wall some Green Tea will appear.



Go inside the wall to find a Power of Sire and Wonder Drug.



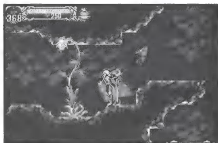
Go back down and right, then up at the next junction to reach this room.



Go right to find the Alucard Sword, then left to find this keyhole (K5). We still like the Katana Sword more.



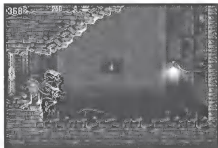
CATACOMBS (INVERTED)



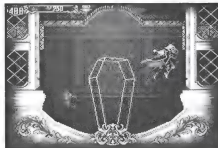
Go right to this plant, then up the next passage...



...to reach this junction. Go right for a Power of Sire, then left to find the Catacombs.



As you may remember from before, this area is *very* wide, but first you gotta go up.



Go out the upper-right door to find this Save Room and save, then go out the *right* door to find...



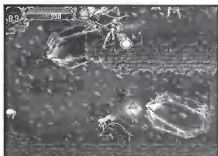
...this room with a Magic Missile. Smash open the right wall for a Buffalo Star. Go back to the far left.



You'll encounter witches that release bats and cats. You have to attack when their shield is down (from below works best). Equip the cat-eye circlet for *major* HP recovery when a cat touches you.



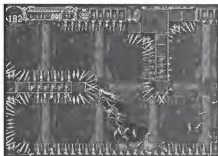
Go left to this junction and go to this top-left corridor.



An ice storm attacks this next room, caused by the ice fairy floating here. Use Mist to avoid getting hit.



Go out the bottom-left exit to reach the spiked room.



Equip your spike busting armor and run through this room.



Go to the far left to find these lamps with Karma Coins, and Resist Fire and Resist Thunder.



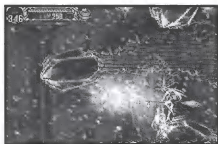
Go to the top-left corner and leap to the top to find a hard-to-see Red Bean Bun (aka Veggie Manapua).



Go to the top-right to find an army of skeletons. Keep moving because these guys get back up after you knock them down.



Go to the far right for a Elixir. Smash into the right wall to find a Library Card.



Go back through the ice storm room.



Go out this top-right exit to reach a room with an army of blood skeletons. Go right to find...



...a Life Max Up and Heart Max Up.



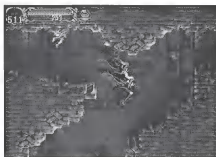
Keep going right to this junction and drop down through this hole. Hit the vases below for Shield Potion and Attack Potion.



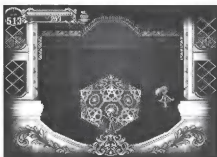
Go right and smash through this wall, then continue right...



...to find this Necklace of J. Go back to the left and up to the last junction, then right.



At this junction go into the room on the right to grab a buck, then go down and left...



...to find a Save Room. Save — you're about to face a boss! Go out the *left* side to find...



...this diamond. Go back through the save room to the last junction and go right along the bottom



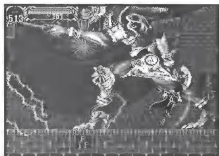
Here comes a *big* boss, but his legs are weak. He'll stand up and step forward, then attack.



He often attacks by shooting lightning down from his staff, but if you have the Beryl Circlet equipped you'll be *healed* by the lightning!



He also releases lightning balls that float slowly towards you, but they won't heal you.



Use the Osafune Katana to stand just out of range but within attacking range. Use rapid attacks (Down+Fwd+Attack)



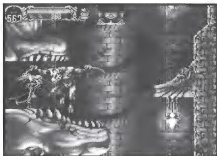
Make sure you stay close enough to avoid his staff when he slams it into the ground.



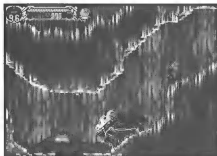
When the battle is over go out the upper-right exit to reach this room with a Max Life Up and Max Heart Up. Go right, down, then left...



...to find this room with a Ruby Circlet and the mist Gas Cloud. Go back to the Save Room and save.



Leave the Catacombs and Abandoned Mine. Drop down from this mouth and go left when you reach the Underground Caverns.



Go to this junction and go left to the next hole.



Step in for the long drop.



As you drop go left and hit this first corridor...



...to this room. Grab the Heart Max Up from the vase, then climb upward and left...



...to this room. Grab the meal tickets from the five vases. Go to the top...



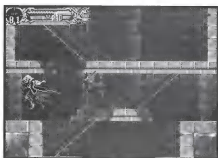
...and left to fill in the map with what used to be the nightmare room. Go right to find a Save Room. Save, then go back down and right to the main tall room.



...to find this Max Life Up. Smash into the wall on the right to find another room...



Climb up to this corridor on the right.



Go down to the next corridor on the left to find a Save Room. Save, then go across the hall to the corridor on the right...



...with a diamond. On your way back watch for a hole in the ceiling and enter that room, then go left and climb.



Go down to find this room with a Opal Ring. Exit back out of this area.

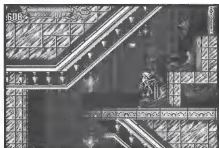


Go out of the top of this room and go left, then drop back into the long drop room.



Go to the bottom of the long drop room to find a Zircon Ring and this door. Enter the door to go to the Marble Gallery.

MARBLE GALLERY (INVERTED)



Go down and right, but be careful as you fall through the floor because below...



...is a trap (two spikes that come together on the floor).



Go right, avoiding more traps (jump the moment you land to avoid them). Grab the stopwatch sub-weapon here. Go right, up and left...



...then up and right to reach this familiar room of clocks. Go right...



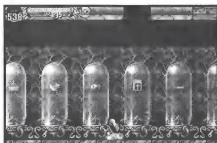
...to the big clock. Use the stopwatch to open the lower-left passage. Keep in mind the rooms to the left and right of this clock are the best for raising experience points to gain levels.



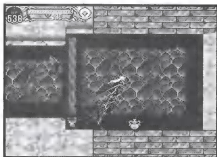
Go inside to find Resist Fire and Resist Thunder, then go left for Resist Holy and Resist Dark.



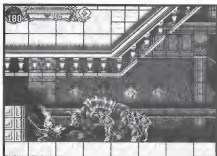
Go back to the big clock and drop into the middle hole...



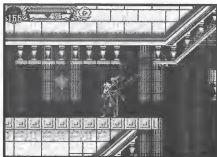
...to land here. This is your chance to grab your favorite sub-weapons (ours is the Holy Water).



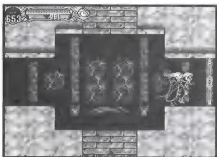
Go left to find a Heart Max Up, and right to find this Life Max Up.



Exit back to the clock and go right to face this strange creature and his skeletal friends. You can stand on his back. Go to the area above him...

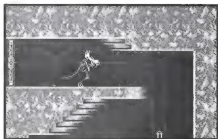


...to find this corridor to a Save Room. Save, then go back to the clock and drop down into the lower-right hole.



Go through this door to reach Olrox's Room.

♡ OLROX'S ROOM (INVERTED) ♡



Go down to the bottom and right...



...then down and left here and smash open the wall.



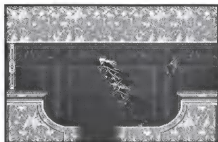
This *must* be the freakiest creature in the game! He has a skull shield you can't attack, but when it's gone move in for the kill.



Go left to find a High Potion, Sword of Hador and Opal Ring. Go back out to the right.



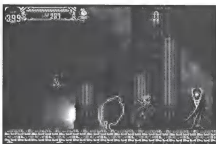
Even when this swordfighter is invisible you can hit him, so move in and keep swinging. Drop down and go left out the corridor.



Go left to this junction, then go through the door to find the next keyhole (K4). Exit and drop into this hole.



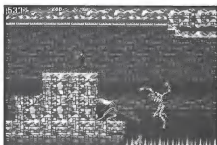
On your way down grab the items in vases (Shield Potion, Luck Drug, Mana Prism).



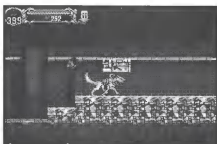
When you get near these....err... Batguys spread their wings and attack. Use the Osafune Katana special attack to get them from a safe distance.



Enter the next room to face the next boss, a mummy.



Go down to the next room and right to face more diving skeletons, and a spiked floor (Equip your Spike Busting Armor). Keep going right to find an Aquamarine Ring, then go up.



Keep going right, down this hall, and use the bat or wolf to get through this narrow passage (grab the Shuriken above).



He creates a poisonous cloud, so be sure to have your Topaz Circlet equipped to gain hit points from the poison.



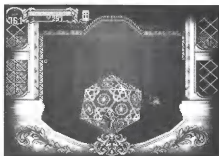
Use the Osafune Katana special attack (Down+Fwd+Attack) to hit him from a safe distance. He moves slow, and eventually gives you a Rib of Vlad.



Go right to find a Heart Max Up. Backtrack to the exterior (down the long narrow hall).



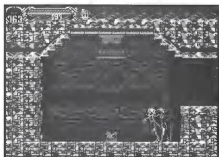
Destroy a few Batguys for experience points, then go to the middle-left corridor to find...



...the Save Room. Save, then exit.



Head up for the door above the Save Room, but watch out for the medusa heads that can turn you to stone.



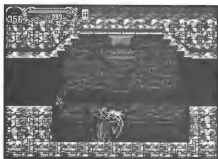
Go left to find this Alucard Mail, then go back out.



Fill in the map for this area, then head to the upper-right to find a passage.



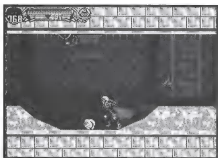
These cool zombies split their bodies apart and drip blood. Sick stuff! Gotta love it! Go right...



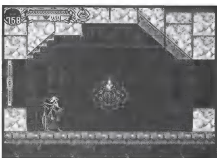
...to find a Life Max Up here. Continue right...



...to this junction. Bust this hole open and drop in...



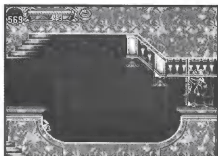
...to find this Heart Refresh item. Go back up through the hole and right.



Pass through the door and you'll connect to the Royal Chapel. Head back through Olrox's Room...



...and go to this room with the invisible swordsman (to the right of Keyhole #4).

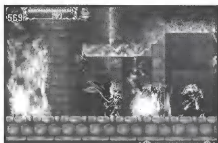


Go straight to the right from the swordsman and go through this door to reach the Colosseum.

⑦ COLOSSEUM (INVERTED) ⑦



This spot on the map is the entrance to the Colosseum, and that's the next best place to go.



When you reach this junction go up...



...and stick to the left wall to go into this passage below the snake. Inside is a Save Room.



...to meet the boss for this area. The caskets close...



Beware of Grant on the ceiling — he'll drop down on you if you stand below him. Sypha will teleport enemies in if you don't defeat *him* quickly (we know... he looks like a she!)



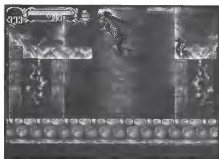
Drop back down and go right to find this grating. Change to mist and pass through. Go right...



...then reopen with the spirits of familiar enemies (Sypha, Trevor Belmont, and Grant the Thief from Dracula's Curse).



Keep moving and slashing to defeat the two ground enemies, then lure the ceiling walker down and finish him off.



Go out the right side and head up this first junction.



Go right in this passage to find a Save Room and save, then go across to the passage on the left.



This room is full of tough enemies. Use your Katana's special attack (Down+Fwd+Attack) as you enter to knock one or two out, then move forward slowly.



Leap or fly across the next junction and continue left...



...to find two Heart Max Ups and a Life Max Up. Go left and destroy the snake, then go up...



...to the passage on the upper-left.



Go all the way to the left to fight this snake for the Aquamarine Ring he guards. Go back to the right and leap across the tall room to the upper-right passage.



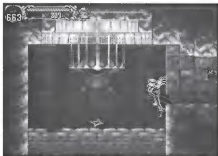
Keep going right, across another tall room, to find this room with a Gram Sword.



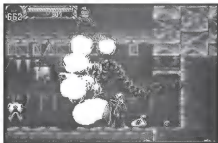
Go back to the left and drop down to this passage below on the right. There's another room full of enemies here



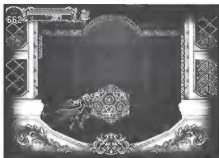
When you reach this junction with the floating skull go up and left...



...to find this Buffalo Star, then go to the far right...



...to fight another snake for a Garnet Ring and a torch with \$1,000.



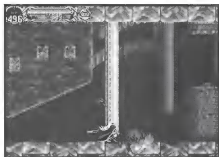
The save room is directly below. Go there and save, then go left...



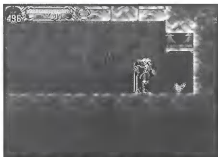
...to this passage that drops down below.



Go left to face a couple of invisible swordsmen with *huge* swords.



Go to this spot (study the background) and bust open the floor to find a secret passage.

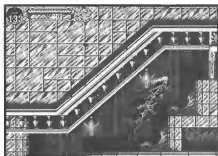


Drop into the hole and grab this Fury Plate. That's it for the Colosseum!

BACK TO THE MARBLE GALLERY (INV)



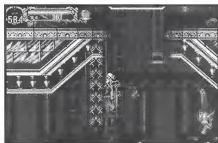
It's time to head back toward the Outer Wall, while filling in more of the Marble Gallery. Go back to this room and go up through the hole.



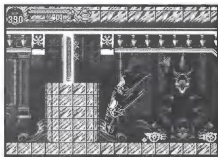
Go up and through this door to the Underground Caverns...



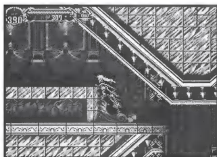
...then go up and left here to save in the Save Room. Go back to the Marble Gallery.



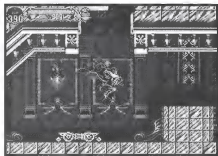
Go left past this junction.



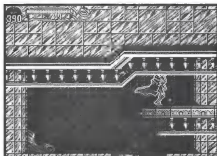
Go through this door to find a room with a Meal Ticket. Go back to the right and up at that last junction.



Go left here...



...then up at this junction...



...to grab this Iron Ball. Go back down and left...



...to this room. Avoid the skulls and keep going left until you reach...



...the Outer Wall! Sure is smokey out here! Grab the Life Max Up in the vase.

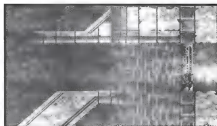
THE OUTER WALL (INVERTED)



Go up and right to this corridor to find a room...



...that looks empty, but there's a Dim Sum Set (food) hidden in the wall. Bust it open, then exit.



Go up to the top to grab a Heart Max Up, then down and right to use the mist power here to go through this grating.



Inside you'll find a hammer and Shotel.



The Shotel can be used like a boomerang by pressing Down+Forward.



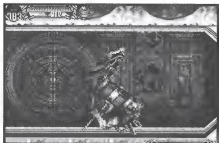
Go down to this corridor, grab the Luck Drug in the vase, and go right to face a big skeleton with a bone.



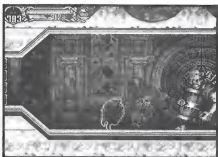
Go right here to find a Save Room. Save, then go down and left to face the next boss.



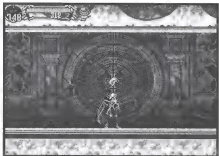
This boss carries a *big* hammer, but he probably won't use it much. Just keep a distance.



He seems to enjoy rolling around the room a lot. Jump over him and wait for him to calm down.



When he stops, move in and use the Osafune Katana special attack (Down+Forward+Attack) to knock some sense into him.



When you defeat him you'll get a Tooth of Vlad. Go left to grab a Shield Potion...



...then go left back out to the Outer Wall. Grab the High Potion to the left. Head down to the very bottom of the Outer Wall.



Here at the bottom go right to find the Save Room. Save your game, then go back up to the next area...



...and find this door that leads to...



...the Keyhole. Now it will be available as a destination from other keyholes. Go back out to the Outer Wall and down...



...to this door that leads to the Clock Tower.

Ⓢ CLOCK TOWER (INVERTED) Ⓢ



Go right and drop down...



...to here, then go into the door below...



...to find this Dragon Helm.



Go to the right and pick a fight with these morbid horsemen.



Fly up to find a Strength Drug, Orcrist and Smart Drug.



Fill in the map for this large room. Go to the top right, then head left along the top...



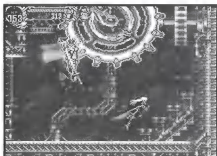
...to find this area with a Karma Coin, and a Magic Missile to the left. Go to the lower-right...



...to find this area. Shoot straight up from here to find a corridor. Enter to find...



....this room. Beware of Medusa heads. Drop down and go right to the next room.



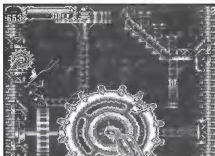
In the next room watch out for these floating sword-men that like to shoot their sword down at you.



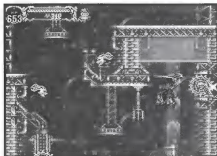
You need to hit the gears again to open the door in the next room. Hit them until they *don't* clink. This first one should need 13 or 14 hits.



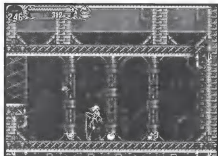
The next gear is on the top-left side of the room. Hit it until it doesn't clink (3 times), then go into the doorway on the upper-right.



Here's the next gear. Hit it twice, then go to the upper-right side of the room.



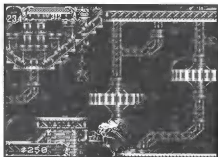
Hit this gear 8 times — you might find it easier to do with the bat using his beam. The door above should open now. Go through it.



Inside you'll find a Diamond, Wonder Drug, and the Sunstone.



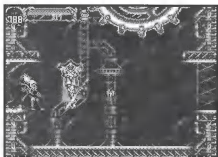
Exit to the left and drop down to smash open this wall on the lower-left corner of the room.



In this room go to this hole in the bottom-right area of the floor.



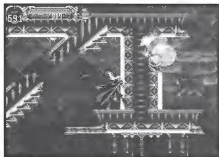
Grab the Life Max Up and Heart Max Up in this room, then go back out.



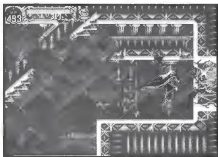
Go back out through the hole you smashed in the wall and go across to the corridor on the right.



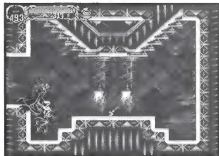
Watch out for these spikes that drop down along the bottom floor.



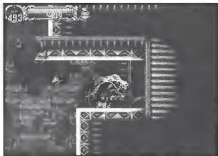
Don't forget to smash open the walls to find hidden food items in this room.



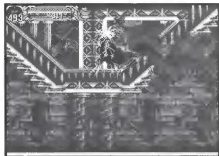
Go to the top-right corner and smash the wall to find a hidden room.



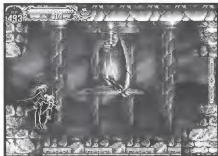
Inside the hidden room you'll find a Moon Rod.



Exit the hidden room and go down to find this doorway below. Go inside.



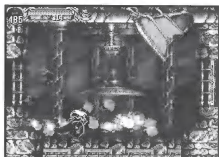
Search the walls for more hidden goodies, then go right to the next room... with the boss!



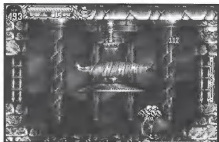
The boss is hanging from the ceiling, but quickly drops down to fight.



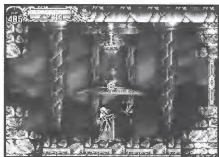
He'll soar back and forth across the room, trying to bite you.



Eventually he'll attach to the ceiling and flap his wings to cause a wind storm. Just wait for it to pass, then attack him.



He also likes to wrap up into a spiral and shoot at you, but you can usually avoid him by simply ducking down.

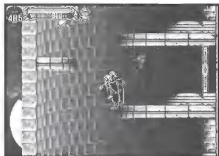


When you defeat him you'll receive a Ring of Vlad. That's all for the Clock Tower area. Check your map for the nearest yellow teleporter room, and go there.

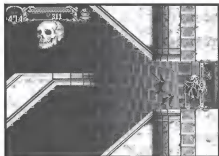
⓪ LONG LIBRARY (INVERTED) ⓪



Go into the Teleporter near the Clock Tower 4 times to reach the Outer Wall.



At the Outer Wall go up...



...to this door and enter to reach...



...the Long Library. Go right.



Use your Osafune Katana special attack on the guards and floating heads in this room.



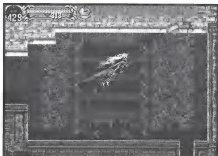
Go right at this junction to the top-right corridor.



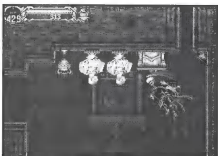
Here comes the most demented enemy — a guy impaled on a pole hopping around. Ouch! Two or three hits will knock him out. He's the scarecrow, there's the lion next to him, and the tin man is nearby. It's the *Friends of Dorothy* reunion!



Go to the right past this room to the upper-right passage. Go through another room of disgusting creatures...



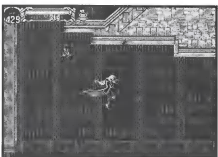
...to get here. Drop down through the hole...



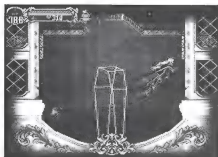
...and hit these statues for a library card and two rings (Turquoise and Opal). Go left...



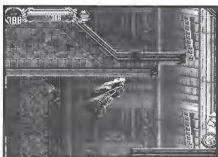
...and leap or fly across the room to reach the upper-left passage.



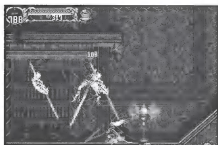
Go left and drop down to this passage leading right. Follow it...



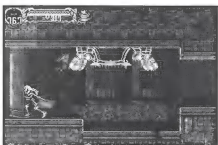
...through a room to this Save Room. Save, then go out the *right* side of the room.



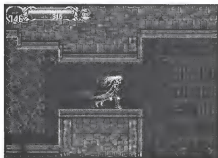
Explore this room to gain some experience, then go to the bottom-left area...



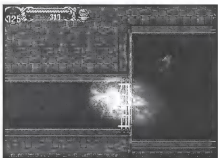
...to go into this passage.



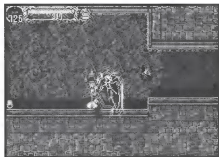
Go left into this bookcase to spin it (*deja vu?*) and enter the room behind it to grab a Badelaire. Hit the candle for a Neutron Bomb.



Go back to the right to the large room, up to the top, then right at this point.



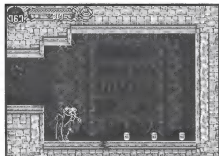
Go up and left to find this grating and use the Mist to go through it.



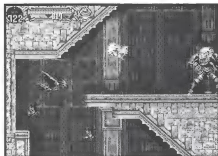
Grab the Staurolite inside, then go back to the right and out of this area. Go back to the large room, again, and enter the corridor on the center left side to find ...



...the Save Room. Save, then go out the *left* side.



Go to the far left until you reach the area with passages going up, down, and left. Go down to find these potions (Resist Fire, Ice, and Stone).



Go back to the left and take the lower path and fill in the room, then go back to the right and up to this higher path. Follow this path to reach...



...this junction. Go left to find the Outer Wall.

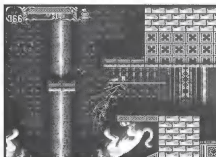
MARBLE GALLERY AGAIN (INVERTED)



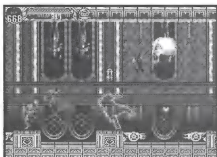
Go to the keyhole (any keyhole) and warp to K3.



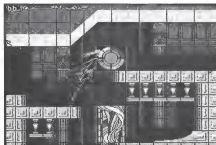
Go left and into the Castle Entrance area. You can go to the door below to find the Save Room.



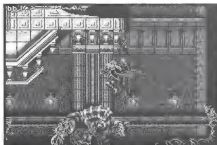
Go through the door at the lower-left of the room and then left and down to here. Go right...



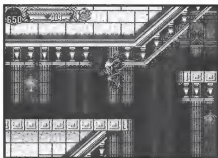
...down, then left to this long hall with lots of traps. Go all the way to the left, then down, then right...



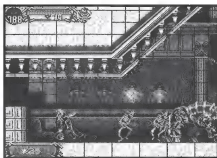
...to this room. Go right across the top and drop down to get a potion, then come back to here and drop down. Go right.



Follow the path to this area. Kill the beasts and skeletons, then go left.



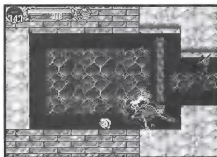
Drop down and go left here to find a Save Room. Save, then exit.



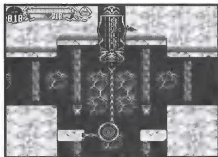
Drop down and go left to reach the hall of clocks.



Go to the clock. If you have all five Vlad items the ceiling will open up.



Go left for this Heart Refresh, then right to save your game in the Save Room.



Jump into the elevator and ride it up.



Go around to the top and drop into the room.



This is the final boss room, but don't fight him yet. You want to fill in the entire map, so use a Library Card to warp out of here. (Wait a minute! Did he say he's the *dark* priest they call "Shaft"?!! [cue the Isaac Hayes funk music!])



You'll go back to the Master Librarian, but you don't need to buy or sell anything unless you want to. If you go to the room below the Librarian and zoom up below him you'll grab a Max Life Up.

♥ FINISHING THE MAP ♥



Bring up your map and search for any missing areas. This includes both the inverted castle map and the regular map. You can compare it to our map, or search for areas that are missing a solid wall on your own. The only way to check your progress is to save the game and quit, then go to the load screen.



...and see what percentage you have. The highest possible score is 200.6%. The extra .6% comes from going to the final boss room above the clock, then warping out and saving before the battle begins. (pardon our Japanese save screen but we were working under a deadline here! <grin>)

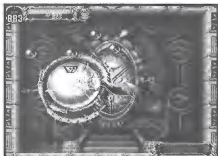
⑦ THE FINAL BOSS ⑦



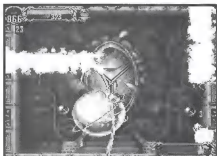
When you have the map filled, go back to the area above the clock and face the final boss.



The Osafune Katana sword is, again, the most useful weapon here. The battle begins with Shaft first.



Equip the Beryl Circlet, which will give you HP when you're hit with lightning, which is often.



When he shoots out the flaming spheres duck in the bottom-right corner to avoid them.



Attack when you can and transform into Mist to avoid getting hit (it takes timing, but is *very* effective).



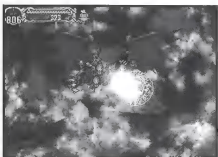
After you defeat Shaft, the background will come to life and darkness takes over.



Here's Lord Dracula! He'll come forward...



...put out his hands, and try to grab at you. Attack his heads while going left and right to avoid his hands.



When he backs off, transform into a bat or mist and go to the top of the screen, out of harms way.



When he moves back in, repeat the pattern of attacking his heads while avoiding his hands.



You can also use the mist to avoid taking hits, or rapidly use the Osafune Katana swords special attack (down+forward+attack).



You'll get to watch an ending sequence. Also notice on the load screen there's a message at the top to input RICHTER to play as Richter Belmont. You can also enter AXEARMOR to start with blue armor that transforms you into a knight. Or try X-XIV''Q [that's two apostrophes between the V and Q] to start with 99 Luck.



ONE-HANDED SWORDS



NAME	ATTACK	DEFENSE	DESCRIPTION
Alucard Sword	+21	+0	Mother's family heirloom
Alucart Sword	+3	+0	Resemble's family sword
Badelair	+??	+0	Power increases with game play
Bastard Sword	+20	+0	Hand-and-a-half sword
Bekatowa	+14	+0	Plain, easy-to-use war sword
Broadsword	+12	+0	Simple mercenary's sword
Cutlass	+7	+0	Sword of the English Navy
Damascus Sword	+67	+0	Fine sword honed to razor-edge
Falchion	+10	+0	Norman curved sword
Firebrand	+25	+0	Fire sword of Oberon
Gladius	+3	+0	Sword of ancient Rome
Glaumdring	+35	+2	Sword forged by elves
Gram	+30	+0	The sword named Gram
Gurthang	+25	+1	Gets stronger when bloodied
Harper	+78	+0	Harper
Holy Sword	+26	+0	Cross hilt — strong vs. undead
Icebrand	+25	+0	Ice sword of Mim
Mablung Sword	+39	+2	Spirit sword — improved DEF
Mace	+9	+0	Iron cudgel
Mormegil	+25	+0	Black sword — strong vs. holy
Orcrist	+26	+0	Sword forged by elves
Sabre	+59	+0	Light cavalry sword
Scimitar	+5	+0	Single edged curved sword
Sword of Hador	+24	+0	House of Hador heirloom
Sword Familiar	+50	+0	Sentient sword familiar
Talwar	+22	+0	Curved indian sword
Terminus Est	+32	+2	Poisoned executioner's sword
Thunderbrand	+75	+0	Lightning sword of Indra
Tyrfling	-40	+0	Cursed dark sword



SHORT SWORDS



NAME	ATTACK	DEFENSE	DESCRIPTION
Basilard	+1	+0	Basic short sword
Combat Knife	+24	+0	Flat combat dagger
Jewel sword	+15	+0	Transforms enemies into jewels
Rapier	+7	+0	Long bladed thrusting sword
Short Sword	+2	+0	Common short sword
Shotel	+20	+0	Abyssinian curved sword
Stone Sword	+1	+0	May "petrify" enemies



TWO-HANDED SWORDS



NAME	ATTACK	DEFENSE	DESCRIPTION
Claymore	+26	+0	Scotch two-handed sword
Estoc	+39	+0	German thrust sword
Great Sword	+40	+0	Greatsword of Aubec
Katana	+32	+0	Unsigned Katana
Masamune	+65	-9	Legendary Masamune katana (best sword!)
Namakura	-5	+0	Poorly made sword
Nunchaku	+10	+0	Strikes enemy twice
Osafune Katana	+29	-10	Osafune-made Katana
Red Rust	-2	+0	Rusty red sword
Sword of Dawn	+27	+0	Summons Dawn Warriors
Takemitsu	+1	+0	Bamboo sword
Zwei hander	+38	+0	German two-handed sword



FIST



NAME	ATTACK	DEFENSE	DESCRIPTION
Iron Fist	+26	+0	Owned by Karate master
Jewel knuckles	+21	+0	Jewel reinforced knuckles
Knuckle Duster	+1	+0	Iron studded brass knuckles



THROW ITEMS



NAME	ATTACK	DESCRIPTION
Boomerang	+30	Anti-aerial weapon
Buffalo Star	+69	Razor-sharp master star
Bwaka Knife	+30	Bwaka throwing knife
Cross Shuriken	+49	Powerful throwing stars
Fire Boomerang	+29	Flaming boomerang
Flame Star	+79	Flaming throwing star
Iron Ball	+39	Plate Lord's iron ball (works good on stairs)
Javelin	+29	Throwing spear
Magic Missile	+30	Shoots a magic arrow
Monster Vial 1	+40	Summons Merman ally
Monster Vial 3	+30	Summons skeleton ally
Shuriken	+29	Japanese throwing stars
TNT	+39	Creates pillar of flame

Ⓢ BOMBS Ⓢ

NAME	ATTACK	DESCRIPTION
Neutron Bomb	+30	Damages all enemies
Power of Sire	+40	Damages all enemies
Karma Coin	+29	Coin with 2 effects
Pentagram	+29	Damages all enemies
Bat Pentagram	+78	Damages all enemies

Ⓢ SHIELDS Ⓢ

NAME	DEFENSE	DESCRIPTION
Alucard Shield	+5	Strong vs. all attacks
Alucard Shield	+0	Resembles family shield
Dark Shield	+3	Unholy dark shield
Goddess Shield	+4	Engraved with goddess image
Herald Shield	+4	Shield with heart crest (makes hearts appears when used)
Iron Shield	+4	Hard iron shield
Knight Shield	+4	Armored knight's shield
Leather Shield	+1	Leather shield — low DEF
Shaman Shield	+4	Shield used in magic ritual

Ⓢ CLUB Ⓢ

NAME	ATTACK	DEFENSE	DESCRIPTION
Holy Rod	+12	+0	Ancient rod
Morningstar	+11	+0	Spiked iron club
Moon Rod	+17	+0	Rod with lunar markings
Star Flail	+15	+0	Flail with spiked balls
Shield Rod	+11	+2	Extra effective with shield

NOTES:

- Use the **Shield Rod** with various shields by pressing both the left and right hand attack buttons together — this creates some of the coolest graphics in the game.



CAPES



NAME	CON	LCK	DEF	DESCRIPTION
Blood Cloak	+4	-1	+1	Converts damage to hearts
Elven Cloak	+5	+0	+1	Perfect for forest camouflage
Royal Cloak	+8	+0	+2	Gorgeous blue cape
Cloth Cape	+1	+0	+0	Well-made but shabby looking
Crystal Cloak	+6	+0	+2	Enchanted semi-invisible cape
Joseph's Cloak	+9	+0	+3	Select color (System menu)
Reverse Cloak	+3	+0	+1	Dual colored reversible cape
Twilight Cloak	+10	+0	+3	Black cape for vampires



MEDICINE



NAME	DESCRIPTION
Attack Potion	Temporarily raises ATT
Elixir	Restores all HP
Heart Refresh	Restores 500 hearts
Library Card	Enchanted library card (takes you to Master Librarian)
Luck Drug	Temporarily raises LCK
Manna Prism	Restores all MP
Resist Dark	Resistance to darkness
Resist Fire	Brief resistance to fire
Resist Holy	Resistance to holy
Resist Ice	Brief resistance to ice
Resist Stone	Resistance to stone
Resist Thunder	Resistance to lightning
Shield Potion	Temporarily raises DEF
Smart Drug	Temporarily raises INT
Strength Drug	Temporarily raises STR
Uncurse	Removes curse

Ⓢ HEADGEAR Ⓢ

NAME	INTELLIGENCE	DEFENSE	DESCRIPTION
Ballroom Mask	+0	+2	Mask used at a ball
Bandana	+1	+2	Protects sensitive head parts
Beryl Circlet	+10	+0	Heals HP by lightning damage
Cat-eye Circlet	+8	+0	Big HP restore by cat damage
Dragon Helm	+0	+3	Frightens enemy, lowers DEF (STR +4, ATT +2)
Felt Hat	+1	+1	Felt hat
Goggles	+4	+1	Comfortable eye protection
Holy Glasses	+5	+1	Sees beyond magical curses
Leather Hat	+0	+2	Tanned leather hat
Ruby Circlet	+10	+0	Restores HP by fire damage
Silver Crown	+12	+0	Increases Intelligence
Steel Helm	+1	+3	Standard adventurer's helm
Stone Mask	+4	+2	Ancient ceremonial stone mask
Sunglasses	-1	+1	Kool-looking sunglasses
Topaz Circlet	+10	+0	Restores HP by poison damage
Velvet Hat	+2	+1	Velvet hat

Ⓢ ARMOR Ⓢ

NAME	DEFENSE	DESCRIPTION
Alucard Mail	+20	Resists fire, lightning, ice
Alucart Mail	+2	Resists fire, lightning, ice? (not!)
Bronze Cuirass	+3	Weak stuff!
Cloth Tunic	+1	Simple cloth tunic
Diamond Plate	+15	Diamond breastplate
Fire Mail	+4	Strong vs. fire-based attacks
Fury Plate	+13	DEF goes up when damage taken (ATT +1)
God's Garb	+25	Strongest of all armor (not necessarily)
Gold Plate	+8	Gold breastplate
Healing Mail	+4	Restores HP while walking
Hide Cuirass	+2	Tanned leather cuirass
Holy Mail	+11	Strong vs. holy attacks
Ice Mail	+8	Strong vs. ice-based attacks
Iron Cuirass	+4	Iron cuirass
Lightning Mail	+8	Strong vs. lightning attacks
Mirror Cuirass	+3	Polished to resist stoning
Platinum Mail	+10	Platinum breastplate
Silver Plate	+6	Silver breastplate
Spike Breaker	+12	Spike-breaking armor
Steel Cuirass	+5	Steel cuirass
Walk Armor	+??	DEF increases with map coverage (INT -5)



JEWELRY/OTHER STUFF



NAME	STR	ATT	DEF	DESCRIPTION
Ankh of Life	+0	+0	+0	Improves heal item power
Aquamarine	+0	+0	+0	Fairly valuable ring (salable)
Bloodstone	+0	+0	+0	Improves blood-healing ability
Diamond	+0	+0	+0	Highly valuable ring (salable)
Duplicator	--	--	--	Use the Jewel Sword to collect the bounty for this item (\$500,000) and you'll have unlimited use of any item you have in your inventory (must be equipped).
Garnet	+0	+0	+0	Valuable Ring (salable)
Gauntlet	+0	+5	+0	ATT +5
Gold Ring	+0	+0	+0	Inscription "Wear...Clock..."
King's Stone	+10	+31	+0	Gemstone buckle STR +10
Medal	+0	+1	+1	DEF +1 ATT +1
Moonstone	+	+	+	*Improves status after sunset (6pm-6am)
Mystic Pendant	+0	+0	+0	Increases MP restoration rate
Nauglamir	+0	+0	+15	Dwarven necklace DEF +15
Necklace of J	+0	+0	+5	DEF +5
Onyx	+0	+0	+0	Valuable ring (salable)
Opal	+0	+0	+0	Valuable Ring
Ring of Arcana	+0	+0	+0	Increases rare item appearance
Ring of Ares	+24	+45	-2	Confers strength of 24 men
Ring of Fearor	+7	+8	+3	Increases overall strength
Ring of Pales	+1	+1	+0	Ring with holy powers
Secret Boots	+0	+0	+0	Discreetly increases height!
Silver Ring	+0	+0	+0	Inscription "...in...Tower"
Sparkling Ring	+0	+0	+0	Sparkling Ring (salable)
Staurolite	+0	+0	+0	Strengthens power of cross
Sunstone	+	+	+	*Improves status after sunrise (6am-6pm)
Talisman	+0	+0	+0	May absorb damage taken
Turquoise	+0	+0	+0	Fairly valuable ring (salable)

NOTES:

- The message on the **Gold and Silver Rings** seems to be a bad translation. You want to use these in front of the big clock, not in the Clock Tower. The Japanese version text was much less confusing
- The **Sunstone** and **Moonstone** will increase all of your attributes by about 5 points when used at the proper time (refer to the big clock).
- When trying to get the rare items to appear from monsters, equip the **Ring of Arcana**.
- We could find no use whatsoever for the **Secret Boots**.
- Most of the rings are useless when worn, but can be sold to the Master Librarian for money to buy more useful items.



SPECIAL MOVES



NAME	CONTROLS	MP
Hellfire	Up, Down, roll to Forward+Attack	15
Summon Spirit	Back, Forward, Up, Down+Attack	5
Tetra Spirit	Hold Up, roll clockwise to Down+Attack	20
Dark Metamorphosis	Back, Back/Up, Up, Up/Forward, Forward+Attack	10
Soul Steal	Back, Forward, roll clockwise to Back, Forward+Attack	50
Wolf Charge	Down, Forward/Down, Forward+Attack	10
Wing Smash	?+Up, roll counter-clockwise to Forward+?	8



RELICS



NAME	DESCRIPTION	NAME	DESCRIPTION
Soul of Bat	Transforms into Bat	Fire of Bat	Shoot fireballs as Bat
Echo of Bat	Use radar as Bat	Force of Echo	Attack with radar waves
Soul of Wolf	Transform into Wolf	Power of Wolf	Run swiftly as Wolf
Skill of Wolf	Special move as Wolf	Form of Mist	Transform into Mist
Power of Mist	Extends Mist transform time	Gas Cloud	Transform into poisonous cloud
Cube of Zoe	Causes items to materialize	Spirit Orb	Shows enemy damage
Gravity Boots	Jump high (tap down/up)	Leap Stone	Wearer can do double jump
Holy Symbol	Protection while underwater	Faerie Scroll	Displays enemy's name
Jewel of Open	Can open locked blue doors	Merman Statue	Summons the oarsman
Bat Card	Summons "Bat" familiar	Ghost Card	Summons "Ghost" familiar
Faerie Card	Summons "Faerie" familiar	Demon Card	Summons "Devil" familiar
Sword Card	Summons "Sword" familiar	Heart of Vlad	1 of 5 Treasures. Voide Curse
Tooth of Vlad	1 of 5 Treasures. STR +10	Rib of Vlad	1 of 5 Treasures. CON +10
Ring of Vlad	1 of 5 Treasures. INT +10	Eye of Vlad	1 of 5 Treasures. LCK +10

NOTES:

- The five "Vlad" items are in the inverted castle and must be collected to open up the ceiling above the big clock in the inverted castle.
- Trivia: The Japanese version of Castlevania had two more "familiar". The Demon was called a Goblin and there were two (the second being the "Nose Goblin", which is the current Demon), and the second being another Faerie that was rather useless, as was the regular Goblin.

MONSTERS

No.	LV	HP	EXP	DROP ITEMS	STRONG VS.	IMMUNE	WEAK VS.	Absorb
Dracula	??	600	0	Nothing	Nothing	Nothing	Nothing	Nothing
Blood Skeleton	0	9	0	Nothing	Nothing	Nothing	Nothing	Nothing
Stone Skull	1	???	0	Nothing	Nothing	Nothing	Nothing	Nothing
Zombie	1	1	5	\$100, Cloth Tunic	Nothing	Nothing	HOL, FIR	Nothing
Devil	1	1	10	Potion, Wet Capsule Monster (#2)	Nothing	Nothing	Nothing	Nothing
Warg	2	32	10	Nothing	Nothing	Nothing	FIR	Nothing
Skeleton	2	9	10	Shield Potion, Skeleton Capsule (#3)	Nothing	Nothing	HOL	Nothing
Merman	2	10	12	Zircon Ring, Amphibian Capsule (#1)	H2O	Nothing	FIR, THU	Nothing
Spittle Bone	3	18	20	Nothing	Nothing	Nothing	HOL	Nothing
Bone Scimitar	3	18	15	Short Sword, Nail Root Sword	Nothing	Nothing	Nothing	Nothing
Merman (red)	3	10	12	Zircon Ring, Amphibian Capsule	H2O	Nothing	FIR, THU	Nothing
Axe Knight	4	32	10	Axe Sub Weapon, Bronze Cuirass	Nothing	Nothing	HITs	Nothing
Slinger	4	12	10	Leather Shield, Knight Shield	Nothing	Nothing	HOL	Nothing
Bloody Zombie	4	24	15	Cloth Tunic, Basilard Dagger	Nothing	Nothing	HOL, FIR	Nothing
Thornwood	5	12	20	Grapes, Strawberries	HIT	Nothing	FIR	Nothing
Duize Table	5	28	20	Barley Tea, Morning Kel	Nothing	Nothing	Nothing	Nothing
Skelerang	5	18	15	Boomerang, Fire Boomerang	Nothing	Nothing	HOL	Nothing
Galton	6	200	200	Nothing	Nothing	Nothing	Nothing	Nothing
Ghost	6	11	10	\$400, Antivenin	DRK	Nothing	HOL	Nothing
Sigma	6	200	200	Nothing	Nothing	Nothing	Nothing	Nothing
Marionette	6	20	30	Smart Drug, Circle	Nothing	Nothing	FIR	Nothing
Diplocephalus	7	80	50	Pentagram, Tort	H2O	Nothing	HOL, FIR	Nothing
Medusa Head (blue)	7	12	20	Resist Stone, Medusa Shield	Nothing	STN	Nothing	Nothing
Flea Man	7	11	17	Bamboo Sword, Cheese	Nothing	Nothing	Nothing	Nothing
Bone Musket	8	24	20	Magic Missile, Tailmen	Nothing	Nothing	HOL	Nothing
Blade Soldier	8	18	20	\$400, Namekara	Nothing	Nothing	Nothing	Nothing
Pirate Lord	8	80	90	Iron Ball, Neutron Bomb	Nothing	Nothing	Nothing	Nothing
Medusa Head (orange)	8	12	20	Resist Stone, Medusa Shield	Nothing	Nothing	Nothing	STN
Stone Rose	8	80	80	Leather Shield, Meal Ticket	KRM	Nothing	CUT	DRK
Axe Knight	9	42	60	Axe Sub-Weapon, Axolord Shield	Nothing	Nothing	Nothing	Nothing
Chulro	9	200	100	Pentagram, Nail Pentagram	DRK	Nothing	HOL	Nothing
Bone Archer	10	10	50	\$400, Magical Missile	Nothing	Nothing	Nothing	Nothing
Spear Guard	10	20	70	Javelin, Iron Cuirass	Nothing	Nothing	HOL	Nothing
Scylla Wyrm	10	130	100	Nothing	Nothing	H2O	THU	Nothing
Skeleton Apo	10	10	30	Banana, TNT	Nothing	Nothing	HOL	Nothing
Doppleganger 10	10	120	500	Nothing	Nothing	Nothing	Nothing	Nothing

HOL=Holy DRK=Darkness FIR=Fire THU=Thunder HIT=Thrown Weapon STN=Stone CUT=Sword

No.	LV	HP	EXP	DROP ITEMS	STRONG VS.	IMMUNE	WEAK VS.	Absorb
Phantom Skull	10	15	30	Felt Hat, Resist Dark	DRK	Nothing	HOL	Nothing
Winged Guard	10	15	30	Iron Shield, Javelin	Nothing	Nothing	Nothing	Nothing
Splashbook	10	20	30	\$1000, Pentagon	HIT	Nothing	FIR	Nothing
Owl	10	20	30	Nothing	Nothing	Nothing	FIR	Nothing
Bone Pillar	10	30	30	Antivenin, Ballroom Mask	Nothing	Nothing	HOL	Nothing
Sword Lord	11	61	80	Rektawa Sword, Cutlass	Nothing	Nothing	Nothing	Nothing
Ectoplasma	11	18	70	Mana Prism, Un-curse Potion	CUT	Nothing	HOL, FIR	Nothing
Thud	11	10	50	Blue Knuckles, Pizza	H2O	Nothing	FIR, THU	Nothing
Armor Lord	12	80	100	Rapier, Sabre	CUT	Nothing	Nothing	Nothing
Corner Guard	12	60	30	Cutlass, Damascus Sword	Nothing	Nothing	Nothing	Nothing
Diuran	12	82	50	Hide Cuirass, Rapier	Nothing	Nothing	HOL	Nothing
Frog	12	2	20	Knuckle Duster, Pizza	H2O	Nothing	FIR, THU	Nothing
Frozen Shade	12	10	40	Ice Mail, Ice Cream	Nothing	H2O	FIR	ICE
Skull Lord	12	80	50	Skull Shield, Scimitar	DRK	Nothing	HOL	Nothing
Magic Tune	12	22	55	\$2000, Sabre	HIT	Nothing	FIR	Nothing
Flail Guard	13	20	50	Morning Star, Ice Reest	Nothing	Nothing	HOL	Nothing
Flea Rider	13	17	50	Turkey, Ham & Eggs	Nothing	Nothing	Nothing	Nothing
Black Crow	13	15	50	Aquamarine Ring, Red Bean Bun	THU	Nothing	Nothing	Nothing
Blue Raven	13	15	50	Zircon Ring, Pork Bun	THU	Nothing	Nothing	Nothing
Spectral Sword	13	90	80	Broadsword, Bastard Sword	Nothing	Nothing	Nothing	Nothing
Carpswood	13	18	100	Antivenin, Potion	HIT	Nothing	FIR	Nothing
Scylla	14	200	500	Nothing	Nothing	Nothing	THU	H2O
Bone Halberd	14	30	40	Javelin, Ham & Eggs	Nothing	Nothing	HOL	Nothing
Vandal Sword	15	120	100	Holy Sword, Muremase	HIT	Nothing	Nothing	Nothing
Owl Knight	15	180	50	Cutlass, Medal	CUT	Nothing	Nothing	Nothing
Hunting Girl	15	88	70	Chococoko, Wore-Bane Sword	HOL, HIT	Nothing	Nothing	Nothing
Mudman	15	15	50	Nothing	Nothing	Nothing	Nothing	Nothing
Spectral Sword	15	100	100	Broadsword, Bastard Sword	Nothing	Nothing	Nothing	Nothing
Flea Armor	16	18	40	High Potion, Iron Cuirass	Nothing	Nothing	Nothing	Nothing
Stone	16	32	50	Nothing	Nothing	CUT	FIR	Nothing
Paranthropus	16	100	50	Gauntlet, Ring of Varda	Nothing	Nothing	HOL	Nothing
Hippogriff	16	600	600	Nothing	THU	Nothing	Nothing	Nothing
Blade Master	17	85	80	Stonel Blade, Cross Sherken	Nothing	Nothing	Nothing	Nothing
Weraskalaton	17	111	50	Strength Drug, Garnet Ring	Nothing	Nothing	HOL	Nothing
Werewolf	18	280	300	Nothing	Nothing	Nothing	Nothing	Nothing
Grave Keeper	18	123	80	Miss Saz, Netou	Nothing	Nothing	FIR, ICE, THU	Nothing
Harpy	18	211	70	Apple, Wonder Drug	THU	Nothing	Nothing	Nothing
Minotaurus	18	300	400	Nothing	Nothing	Nothing	Nothing	Nothing
Grenlin	18	100	80	Resist Fire, Fire Mail	FIR	Nothing	ICE	Nothing
Valhalla Knight	18	161	100	Estoc Sword, Claymore	Nothing	Nothing	HOL	Nothing

HOL=Holy DRK=Darkness FIR=Fire THU=Thunder HIT=Thrown Weapon STN=Stone CUT=Sword

No.	LV	HP	EXP	DROP ITEMS	STRONG VS.	IMMUNE	WEAK VS.	Absorb
Bone Ark	19	250	40	Skeleton Capsule, Skull Shield	Nothing	Nothing	HOL, FIR	Nothing
Selen Witch	20	180	80	Gold Circlet, Shortcake	Nothing	Nothing	Nothing	Nothing
Lassoth	20	99	50	Sirius, Firebrand	Nothing	Nothing	Nothing	Nothing
Fishhead	20	70	50	Resist Ice, Icebrand	FIR	Nothing	HOL	Nothing
Cloaked Knight	20	65	00	Flamberg Sward, Heaven	Nothing	Nothing	Nothing	Nothing
Lesser Demon	20	400	100	Wolfein Dagger, Obsidian Sward	Nothing	DRK	HOL	Nothing
Gurble	21	420	120	Combat Knife, Gold Plate	Nothing	Nothing	Nothing	Nothing
Hammer	21	250	110	Hammer, Gold Plate	Nothing	Nothing	Nothing	Nothing
Blade	21	380	100	Gold Plate, Hunter Sward	Nothing	Nothing	Nothing	Nothing
Large Slime	22	04	100	Nothing	Nothing	CUT	FIR	Nothing
Discus Lord	22	450	140	Jewel Sward, Chakram	Nothing	Nothing	Nothing	Nothing
Karasuman	22	500	1000	Resist Dark, Ring of Fear	DRK	Nothing	Nothing	Nothing
Hellfire Beast	23	380	150	Lightning Mail, Fire Mail	Nothing	Nothing	Nothing	Nothing
Centopus	24	800	1500	Nothing	Nothing	Nothing	ICE	FIR
Venus Weed	25	100	150	Coral Circlet, Heart Refresh	HIT	Nothing	FIR	Nothing
Dirax	25	888	500	Nothing	DRK	Nothing	Nothing	Nothing
Killer Fish	25	120	100	Aquamarine Ring, Sushi	FIR, H2O	Nothing	THU	Nothing
Turnstone	25	5	00	Katana Blade, Green Tea	CUT	STN	HIT	Nothing
Succubus	25	886	2000	Nothing	DRK	Nothing	Nothing	Nothing
Scarecrow	27	120	1000	Javelin, Muremasa	Nothing	Nothing	Nothing	Nothing
Lion	27	150	1000	Gauntlet, Flat of Tull	Nothing	Nothing	Nothing	Nothing
Schmon	28	50	1000	Ramen, Crissagri	Nothing	Nothing	HOL, FIR	Nothing
Ten Man	28	48	1000	Majo Mail, Food	CUT	Nothing	Nothing	Nothing
Grankhoun	28	400	3000	Nothing	DRK	Nothing	HOL	Nothing
Yorick	29	10	300	Skeleton Monster Capsule, Skull Shield	Nothing	Nothing	Nothing	Nothing
Balloon Pad	29	3	00	Nothing	Nothing	Nothing	Nothing	Nothing
Barth Knight	30	48	140	TNT, Dynamite	Nothing	Nothing	Nothing	Nothing
Flying Zombie	32	190	00	Shuriken, Frankfurter	Nothing	Nothing	HOL, FIR	Nothing
Jack O'Bones	33	20	150	Shuriken, Flame Star	Nothing	Nothing	HOL	Nothing
Bimberly	33	4	128	Luck Drug, Mystic Pendant	Nothing	Nothing	Nothing	Nothing
Archer	34	300	140	Heart Refresh, Vorpel Blade	Nothing	Nothing	Nothing	Nothing
Werewolf	34	280	200	Iron Fist, Yasutsuma	Nothing	Nothing	Nothing	Nothing
Onobourus	35	200	150	Karava Coin, Lapis Lazul	Nothing	Nothing	Nothing	Nothing
Howe Skeleton	35	20	444	Skeleton Capsule Monster, Terminus	Nothing	Nothing	Nothing	Nothing
Black Panther	35	05	000	Masamune Sward, Meal Ticket	Nothing	Nothing	FIR	Nothing
White Dragon	35	280	150	Nothing	FIR	Nothing	HOL	Nothing
Dragon Rider	35	120	150	Nothing	Nothing	Nothing	Nothing	Nothing
Minotaur	35	320	250	Sirius, Fury Pistol	Nothing	Nothing	Nothing	Nothing
Derfwing Bat	35	600	1200	Nothing	Nothing	Nothing	Nothing	Nothing
Sniper of Geth	36	50	200	Magic Missile, Brilliant M.	HOL	Nothing	DRK	Nothing

HOL=Holy DRK=Darkness FIR=Fire THU=Thunder HIT=Thrown Weapon STN=Stone CUT=Sword

No.	LV	HP	EXP	DRAP ITEMS	STRONG VS.	IMMUNE	WEAK VS.	Absorb
Fire Warg	36	200	180	Turquoise Ring, Karua Coin	Nothing	FIR	Ice	Nothing
Spectral Sword	30	540	400	Garthang, Melting Sword	Nothing	Nothing	Nothing	Nothing
Rock Knight	36	180	250	Jewel Knuckie, Platinum Mail	Nothing	Nothing	Nothing	Nothing
Ghost Dancer	37	20	180	Buffalo Star, Stone Mask	Nothing	Nothing	HOL	Nothing
Warg Rider	37	120	180	Nothing	CUT	FIR	Ice	Nothing
Dark Octopus	38	280	120	Sushi, Green Tea	H2O	Nothing	FIR, THU	Nothing
Gargon	38	240	555	Hammer, Stone Sword	FIR, STN, CUT, HIT	Nothing	Nothing	Nothing
Cave Troll	38	88	300	Nauglamir Necklace, Neutron Bomb	H2O	Nothing	FIR	Nothing
Fire Demon	38	320	800	Fire Shield, Marsil Sword	Nothing	FIR	Nothing	Nothing
Malachi	38	450	888	Dark Shield, Dark Armor	Nothing	Nothing	HOL	DRK
Doppelganger 40	40	777	2081	Nothing	Nothing	Nothing	Nothing	Nothing
Medusa	40	1100	2500	Nothing	Nothing	THU	Nothing	Nothing
Blue Venus Weed	40	100	1000	Zweihander Sword, Heart Refresh	FIR	Nothing	HIT	Nothing
Almodan II	40	1200	2500	Nothing	Nothing	STN, PSN, CRS	HOL, FWI	DRK
The Creature	40	1100	2500	Nothing	HIT	Nothing	Nothing	STN
Imp	41	43	88	Luck Drug, King's Stone	Nothing	Nothing	Nothing	Nothing
Fake Grant	41	800	1200	Nothing	Nothing	Nothing	Nothing	Nothing
Fake Trevor	41	1200	1000	Nothing	Nothing	Nothing	Nothing	Nothing
Fake Sypha	42	1000	1500	Nothing	Nothing	Nothing	Nothing	Nothing
Beezlebub	44	2000	4444	Nothing	Nothing	Nothing	HOL	DRK
Salome	45	210	450	Wizard Hat, Mana Prism	Nothing	Nothing	Nothing	Nothing
Azaghal	45	800	700	Covenant Stone, Mourvelblade	DRK, HIT	Nothing	Nothing	Nothing
Frozen Half	45	118	888	Necklace of J, Opal Circlet	H2O	Nothing	FIR	Ice
Richter Belmont	48	480	0	Nothing	Nothing	HOL, STN	DRK	Nothing
Dodo Bird	48	2	111	Heart Brooch, Runesword	Nothing	Nothing	Nothing	Nothing
Salamuth	50	???	8888	Nothing	Nothing	Nothing	Nothing	Nothing
Guardian	88	500	1500	Great Sword, God's Earb	CUT	FIR, THU, ICE	Nothing	DRK
Death	88	888	4444	Nothing	Nothing	Nothing	HOL	DRK

HOL=Holy DRK=Darkness FIR=Fire THU=Thunder HIT=Thrown Weapon STN=Stone CUT=Sword



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Dracula



Blood Skeleton



Stone Skull



Zombie



Bat



Warg



Skeleton



Merman



Spittle Bone



Bone Scimitar



Merman (red)



Axe Knight



Slinger



Bloody Zombie



Thorn Weed



Ouija Table



Skelerang



Gaibon



Ghost



Slogra



Marionette



Diplocephalus



Medusa Head (blue)



Flea Man



Bone Musket



Blade Soldier



Plate Lord



Medusa Head (orange)



Stone Rose



Axe Knight



Ctulhu



Bone Archer



Spear Guard



Scylla Wurm



Skeleton Ape



Doppelganger 10



Phantom Skull



Winged Guard



Spellbook



Owl



Bone Pillar



Sword Lord



Ectoplasm



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Armor Lord



Corner Guard



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Gremlin



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Bone Ark



Salem Witch



Lossoth



Fishhead



Cloaked Knight



Lesser Demon



Gurkha



Hammer



Blade



Large Slime



Discus Lord



Karasuman



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